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Issue 21

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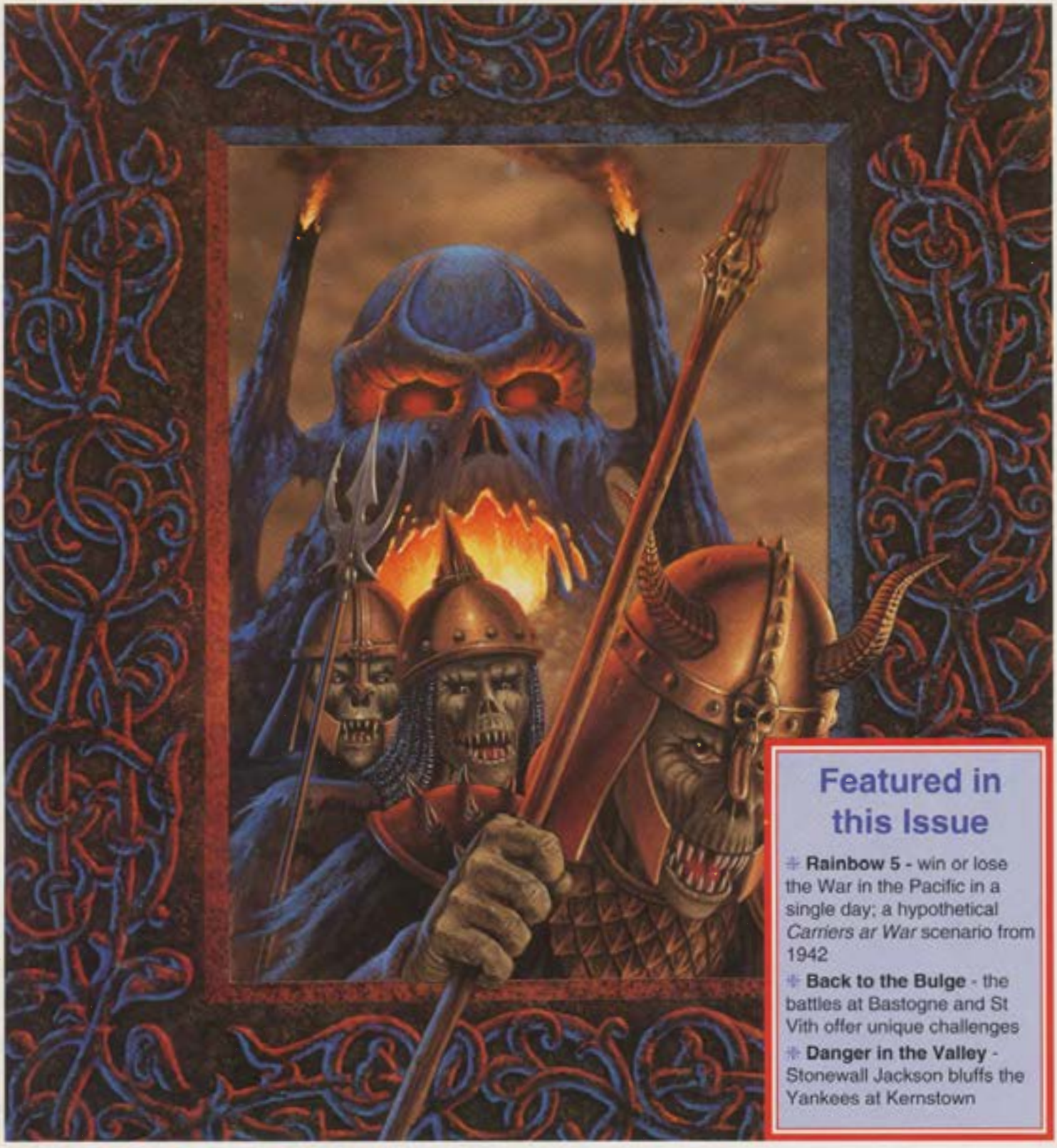
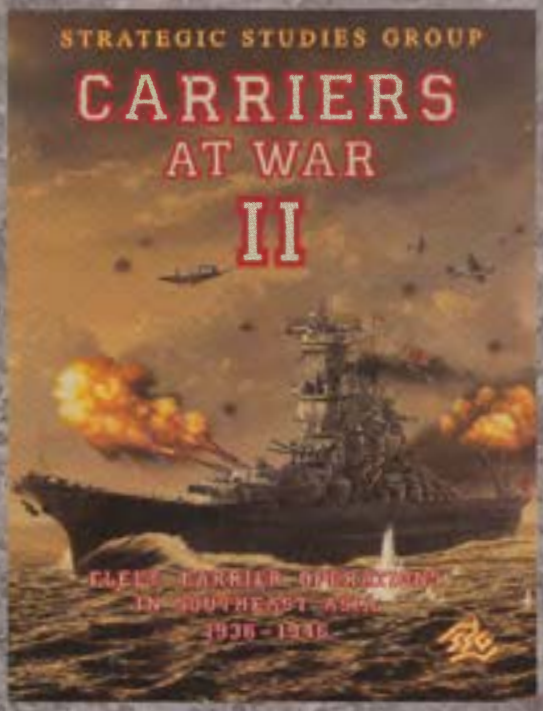


Featured in this Issue

- **Rainbow 5** - win or lose the War in the Pacific in a single day; a hypothetical *Carriers ar War* scenario from 1942
- **Back to the Bulge** - the battles at Bastogne and St Vith offer unique challenges
- **Danger in the Valley** - Stonewall Jackson bluffs the Yankees at Kernstown



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Run 5

Issue 21

Editor's Chance
Notes, work in Progress. . . 2

Book of the Quarter
Rommel's Infantry Attacks 3

The Q Store
Have a look at our special offers. . . 4

Letters
You tell us what you think 4

Bastogne & St Vith
Foundations for victory 5

Kernstown
Jackson wins by losing?? 33

Rainbow 5
Win or lose WWII in one day 43

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Disk Subscriptions

Disk subscriptions are now available for IBM and Macintosh users. The cost is the same for all formats.

IBM users must tell us whether they prefer 3.5" or 5.25" format. If you don't specify a format, you will receive the 3.5" diskette. If you wish to switch disk subscriptions from one machine format to another, just let us know.

When we find the time, we intend to upgrade all the scenario disks from back issues into the new formats and allow new users to acquire them or current users to upgrade to them. We'll keep the cost as low as possible; it will depend on how much time it takes and how many scenarios we can fit onto a disk.

Upgrading to New Machines

We have received a large number of requests from our users to upgrade a particular title from one machine to another. In response to this demand, we have decided upon the following policy.

Any title from our range may be upgraded from one machine to another for a cost of half the retail price of the new version. You must send us the original program disk and the front page of the manual from that game. We will send you a complete copy of the new version of the game.

For example, if you wish to upgrade a C-64 version of *Halls of Montezuma* to the IBM/Tandy version, you should send us the original C-64 disk, the front page of the manual and the appropriate cheque, money order or MC/Visa number.

North American users must send their components and funds to our US Office. Everybody else must use our Australian Office.

EDITOR'S CHANCE

IT WAS ALL MY FAULT!

Having sung the praises of Steve Ford's *Battlefront* and *Decisive Battles* graphics I was more than a little embarrassed to find that IBM disk subscribers had accidentally received scenarios with partially finished maps. I hereby accept 125% of the blame and throw myself on your mercy. The correct files have been sent to everyone concerned along with this issue's scenarios. It won't happen again.

While I'm in on the subject of apologies, we have had a few queries as to when we are going to publish the hypothetical "Invasion Hawaii" scenario promised for Issue 20. We fully intended to have this scenario ready for the last issue but the pressures of work on *Carriers at War 2* have forced us to delay work on magazine scenarios for the *Carriers at War Game System*. The consolation is that *CAW 2* is looking really good. The graphics are out of this world and there are eight scenarios dealing with a wide range of strategic situations. Furthermore, in this issue we present the first *reader* scenario we have received, Rainbow 5, more on which, later. Suffice it to say that "Invasion Hawaii" will appear just as soon as we can free up enough time to complete it.

COLOR, COLOR, COLOR

Yes, we've added some color and doesn't it look great. I can't wait to see how a screen shot looks in full glorious technicolor. We hope you like it.

IN THIS ISSUE

For *Battlefront* players we have two scenarios dealing with aspects of Hitler's Ardennes Offensive. These are St Vith and Bastogne. These scenarios have a certain similarity in that they

both deal with German attempts to take vital road junctions. There the similarity ends. In St Vith the German player must break through successive American lines of resistance before reinforcements arrive to garrison the town of St Vith. In Bastogne the Germans have only one chance to take Bastogne itself, that is before the 101st Airborne get there. If the "Screaming Eagles" hold the town then it's "Nuts!" to von Luttwittz and only a matter of time before Patton breaks through to link up with the paratroops.

Kernstown, for the *Decisive Battles Game System* is fought at regimental level with half hour turns. See how 4200 men under Jackson could spook the entire Union and prevent McClellan from taking Richmond. And all this was achieved by Jackson *losing* the battle!

Finally we have our first reader scenario for *Carriers at War*. Patrick Murphy, a long time scenario designer has sent us his version of the hypothetical American operation "Rainbow 5". Just about every carrier and capital ship available to the US is steaming towards Wake Island. The Japanese plan to meet them half way and end the war in the Pacific in a single afternoon. No wonder the US Navy decided against implementing such an all-or-nothing plan!

NEXT ISSUE

It's time to go back to Russia. Issue 22 will include a scenario for the *Battlefront Game System* covering the southern pincer of the Kiev pocket at Kremenchug in September 1941. This is another Steve Ford scenario in which the Germans have to force a river crossing in the teeth of Soviet infantry. Can you get the armour across the Dnieper before the Russian tanks arrive?

Decisive Battles players will be treated to one of the most one sided battles of the war, Monocacy. Rather than the normal case where both sides were of roughly comparable troop quality, at Monocacy Jubal Early's veterans went through an army of Union garrison troops like a dose of salts. I warn all you Confederates out there that if you want to win this scenario you will, have to kill a whole lot of Yankees. The North will win by delaying Early long enough for the Washington defences to be bolstered by the arrival of a Corps of Grant's veterans.

JUST RELEASED...

Since the publication of Issue 20 we have released the following game

Carriers at War II (IBM)

Yes, we have finally finished the sequel to Carriers at War. Eight new scenarios and fabulous new graphics make this a must have game. The scenarios are (in chronological order) Plan Orange, Task Force Z, Port Darwin, Java Sea, Trincomalee, Leyte Gulf, Okinawa and Operation Olympic.

WORK IN PROGRESS

The Macintosh versions of both *Warlords II* and *Carriers at War II* are well on the way and can be expected before the middle of 1994.

The Warlords II Scenario Builder is set to be released in the second quarter of this year. It will feature a map drawing facility which is simplicity to use as well as the ability to change the names, statistics and pictures for all the armies. This will allow you to create any army type imaginable (unless of course you are, like me, one of the artistically challenged). You will also be able to edit the city and shield graphics. To top off all this the Scenario Builder will include 24 brand new scenarios created by us and our playtesters. These will include new city and army graphics prepared by our resident artistic demigod, Nick Stathopolous.

Our other projects (one of which is a military history game; the other isn't) are getting started and look really exciting. By the next issue I might even be able to say something meaningful about one or both of them.

Book of the Quarter

Over the last few months I have been trying to read a number of "classics" in the field of military history. Last issue I reviewed Guderian's Achtung Panzer, this issue I'm looking at another book by a prominent WWII German General, Rommel's Infantry Attacks.

We all know Rommel as the "Desert Fox", the audacious commander of the Afrika Korps in the western desert. However, like most German generals of WWII, Rommel served as a junior officer in WWI. He served on three fronts, the western and eastern fronts and on the Italian front. Everywhere he served, Rommel showed the brilliance that was to characterise his command in the desert. His book, first published in 1937, recounts his experiences as an infantry officer and provides many lessons for the conduct of small unit operations, even today.

Infantry Attacks dispels many myths about the First World War, still one of the most poorly understood conflicts in history. It was the only war in history where a commander in charge of a battle had no communications with his attacking troops. Once men went "over the top" they may as well have been on Mars for all the C. in C. knew. All he could do was to make the best plans possible but as Napoleon had said, even the best plan will not survive contact with the enemy. It was not until radios were fitted into tanks and the Walkie Talkie was developed that communications with the front line were re-established. But these developments had to wait for another war.

Field Marshal Sir Douglas Haig said of the First World War that it was a platoon commander's war. This brings us back to Rommel who was a platoon commander in August 1914. Reading the first few pages of Rommel's book, it becomes apparent that even the most professional army in the world could

Continued on p.32

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LETTERS TO THE EDITOR

Dear Sirs,

I am writing first and foremost to compliment you on your superb wargames. I first bought one seven years ago (CAW) and since then a mate and myself have bought all of your games between us. I prefer playing your games to any others that are on the market, and I have no doubt that I would buy any title on any topic that you would put out. The design kits (War Plan and War Paint), the appealing graphics on the IBM versions, and especially the AI routines are really what make your games stand out from the rest and so enjoyable to play.

I know you blokes are busy (as you keep telling us), but I would like to suggest a few possible future projects anyway. Firstly, I would dearly love you to bring out a "Decisive Battles of the Napoleonic Era". I'm sure that having covered the ACW it would not be difficult for you to take one more step back in history to cover the Napoleonic Wars. Certainly you would not lack for battles (both real and hypothetical "what ifs") to cover.

Secondly, and my only real gripe, is that I wish you would live up to your name of *Strategic* Studies Group a little more often and publish some more strategic level games. Fighting individual battles is good, but fighting them in succession, with the results affecting entire campaigns, and being able to control their location, forces involved etc. under the guise of strategic plans across whole theatres and commanding armies is simply so much better. Think of the things you could do with "Russia" on the 16-bit machines, that you only ever dreamed of when working with 64K of memory space. Western Front, Mediterranean Theatre, and perhaps even Pacific Theatre games would make perfect compliments.

Continued on p.32

Bastogne & St Vith

Bastions in the Ardennes

December 16-25, 1944

Two Scenarios for the Battlefront Game System

by Roger Keating, Ian Trout, Steve Ford and Stephen Hand

On June 6th 1944 the long-awaited second front became a reality as Allied troops came ashore on the Normandy beaches. For the next month and a half the Allies inched forward until, with the launching of Operation "Cobra" on the 25th of July, American forces broke out of Normandy. Exactly a month later Paris was liberated. With the capture of the French Capital and the closure of the Falaise Pocket, German resistance crumbled. The race across Northern France was dramatic, but could not be sustained as supply lines lengthened. As the front began to stabilise near the German Border, Hitler perceived he had one last chance to turn the tide of the War. On 16th September, during a briefing at OKW Headquarters the Fuhrer was told of some local successes in the Ardennes. His reaction was immediate, "I have just made a momentous decision, I shall go over to the counterattack. That is to say, here, out of the Ardennes, with the objective Antwerp."

The outlook for Germany at the time of Hitler's decision was dire. Their armies were collapsing east and west and their allies were leaving the sinking ship. Following the destruction of Army Group Centre in the Soviet Spring Offensive, Romania and Bulgaria had declared war on Germany, and Finland had signed an armistice agreement with the USSR. Only Hungary and Japan remained as Germany's allies.

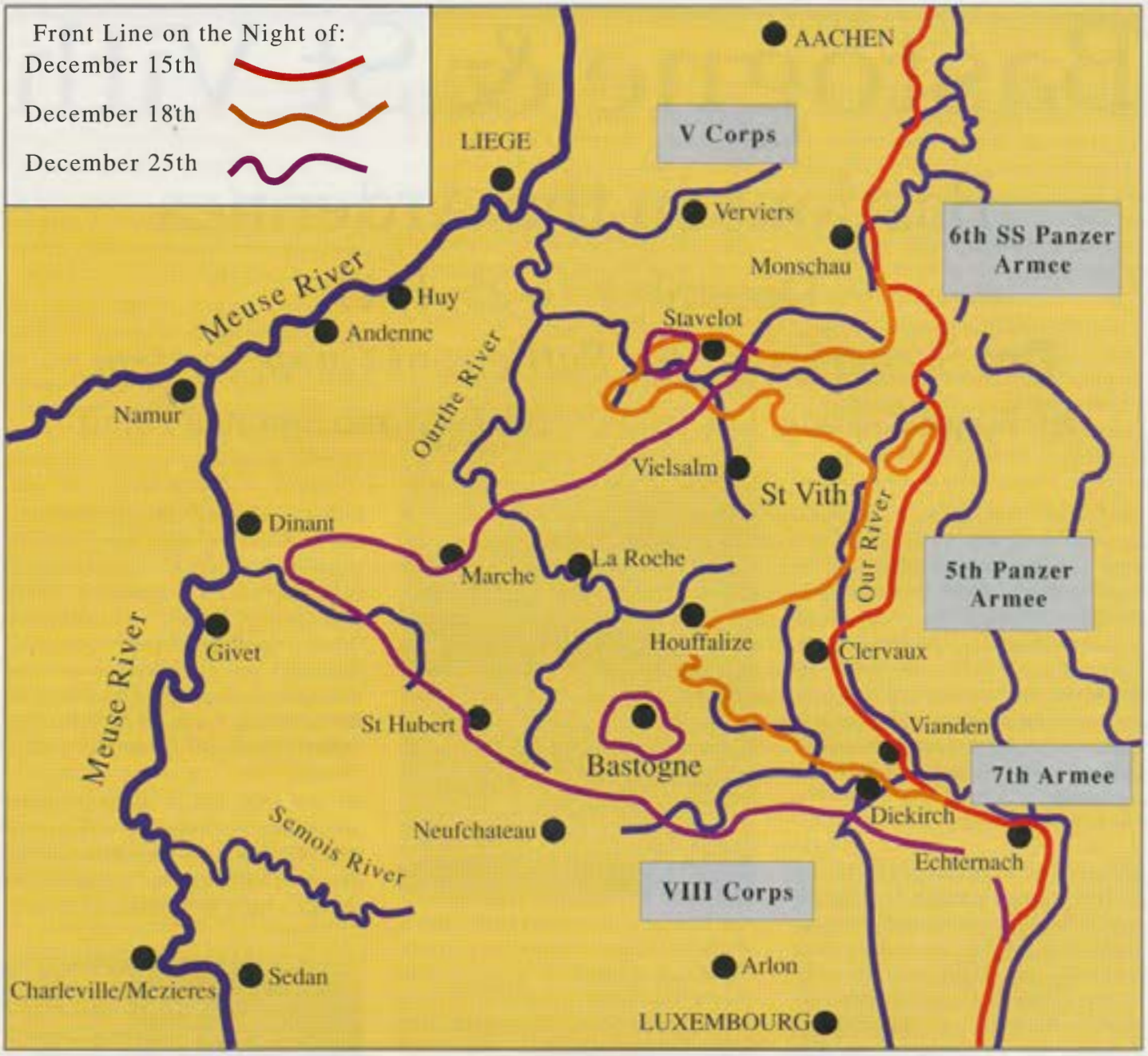
Germany was being forced back to its pre-war frontiers. The resultant contraction of the German frontage, however, coupled with the allied supply difficulties brought on by their own advances, resulted in a stabilisation of German defences. As all sides regrouped, Hitler was faced by the reality that he could no longer hope to win the war purely by defending against future allied attacks. The only alternative to this scenario of inevitable defeat was for Hitler to commit all his reserves into one final offensive to knock out one or other of the Allies. It was a huge gamble, but Hitler was a student of Clauswitzian theory. He realised that he had come to the point in the war when a great gamble, being the only alternative to certain defeat, was really no gamble at all.

Once the decision had been made to launch a great counterattack, it remained to be decided where the attack would stand the greatest chance of success. The Eastern Front was the decisive front of the Second World War, just as the Western Front had been in World War One. It was estimated that the Russians had 555 divisions facing the Germans. Hitler calculated that he could free up between 30 and 40 divisions for his counterattack. Even if these men could have destroyed double their number of Russians, the odds against the Germans would still have been overwhelming.

Italy was another possibility. However, the numbers fighting there were so small and the terrain so favourable to the defence that no significant advantage could be gained by an offensive there. The only alternative was the Western Front. The odds here were far better than in Russia and the terrain, as the Germans knew from 1940, was amenable to an armoured breakthrough.

At the time Hitler settled on the Ardennes Offensive, the Western Front was being held by the Allies with 38 divisions (although on September 1st the allies had 2 million men in 38 com-

The Big Three
Eisenhower, Bradley and Patton meet in Bastogne after its relief.



Situation Map for the Bastogne and St Vith Scenarios

bat divisions facing only 700 000 Germans in 41 divisions: This gives some idea of the relative sizes of the logistical "tails" of the two armies). A successful attack by 30 to 40 German divisions could totally change the complexion of the war in the West. Just as Hitler had no valid military alternative but to throw all his reserves into a final counterattack, the only front on which it could be effective was the Western Front.

The decision to attack out of the Ardennes with Antwerp as an objective was intended to achieve two aims. Firstly the capture of Antwerp would deny this vital port to the Allies and force them to continue trucking supplies from Normandy across most of Northern France. Secondly, it would threaten to pocket the bulk of Montgomery's 21st Army Group.

Hitler's generals argued against the plan and offered several alternatives. Most of these were more limited in scope and involved a two-pronged attack at some point of the line to create a pocket. Hitler refused all alternative plans and fell back to his original idea of a single breakthrough, calling his plan "Wacht am Rhein" (Watch on the Rhine). His subordinates felt that this was beyond the abilities of the Wehrmacht in late 1944. If the offensive succeeded in reaching the coast it would create a giant pocket, if it failed it would result in a salient. This would be worse than useless as it would give the allies the opportunity to create their own pocket.

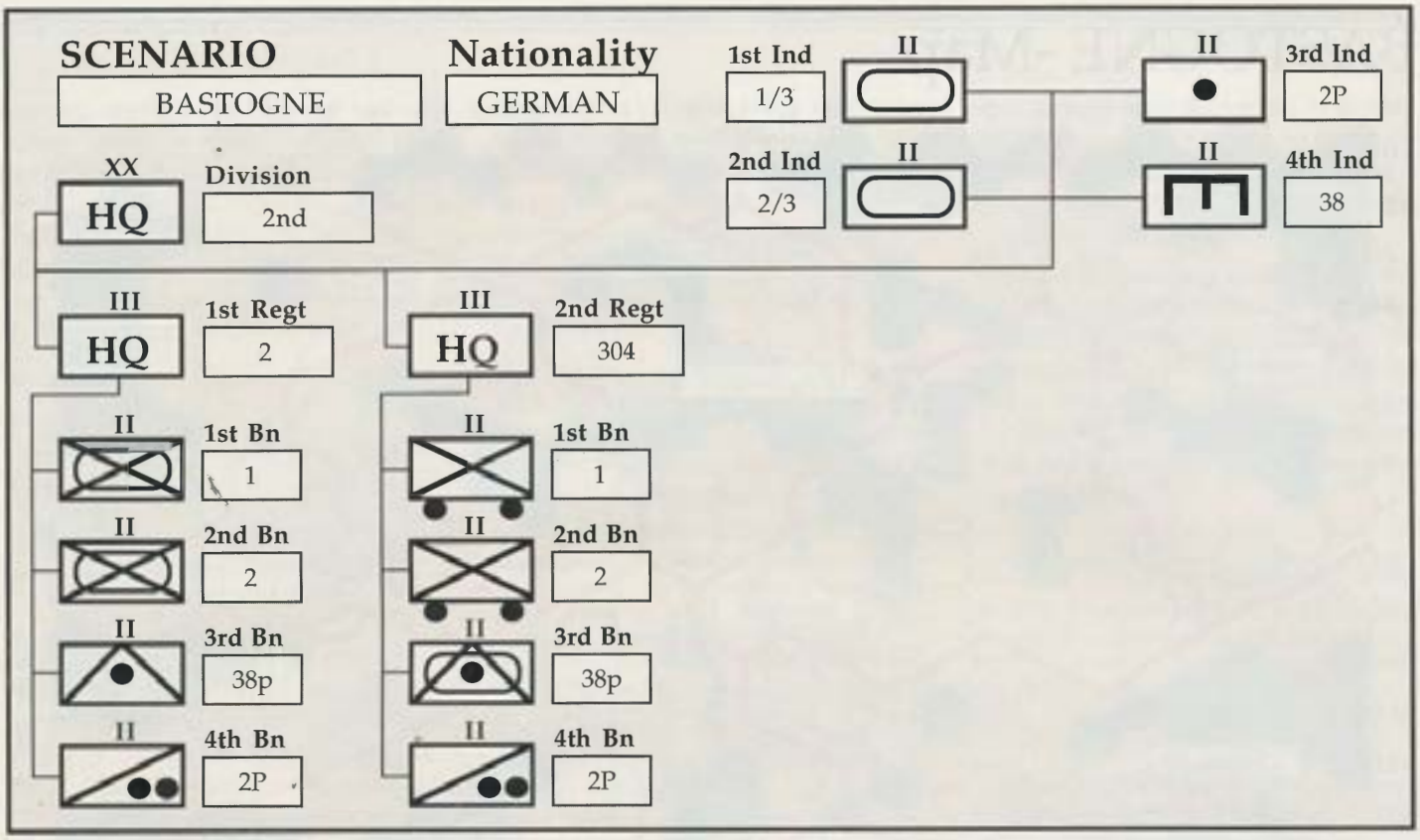
In reality both Hitler and the staff at OKW were right about *Wacht am Rhein*

BASTOGNE -Map

and in another sense they were both wrong. Hitler was right that the plans put forward by his staff, although practical, would have little effect on the overall outcome of the war. However OKW was right in stating that a plan of the scope of *Wacht am Rhein* was too optimistic and would not succeed.

Germany was at the stage where nothing in the military sphere could save them from defeat. Hitler should have realised this and been at the negotiating table before he ever thought about a counterattack. But of course by that stage of the war Hitler's capacity for self delusion was so great that peace would only be gained by the total destruction of Germany.

On the allied side supply was still being trucked in from Normandy, the only other suitable Allied-held port being Antwerp. Although the Allies held Antwerp they did not hold the estuary of the Scheldt, the port's outlet



HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	2nd XX	2	304		
UNIT TYPE	[8]	Panzer	Mech Inf	Mot Inf		
HQ ADMIN	0-7	4	4	4		
LEADERSHIP	0-7	6	5	5		
HQ SUPPLY	0-7	3	4	4		
BRITTLE	0-1	0	0	0		
MOVEMENT	0-31	12	N/A	N/A		
ARRIVAL	0-99	2	N/A	N/A		
LOCATION	(x,y)	25,7	N/A	N/A		

UNIT DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	38p	2P	1	2	38p	2P									1/3	2/3	2P	38
LOCATION	(x,y)	25,6	25,6	25,6	25,6	25,8	25,8	25,8	25,8									25,8	25,8	25,6	25,6
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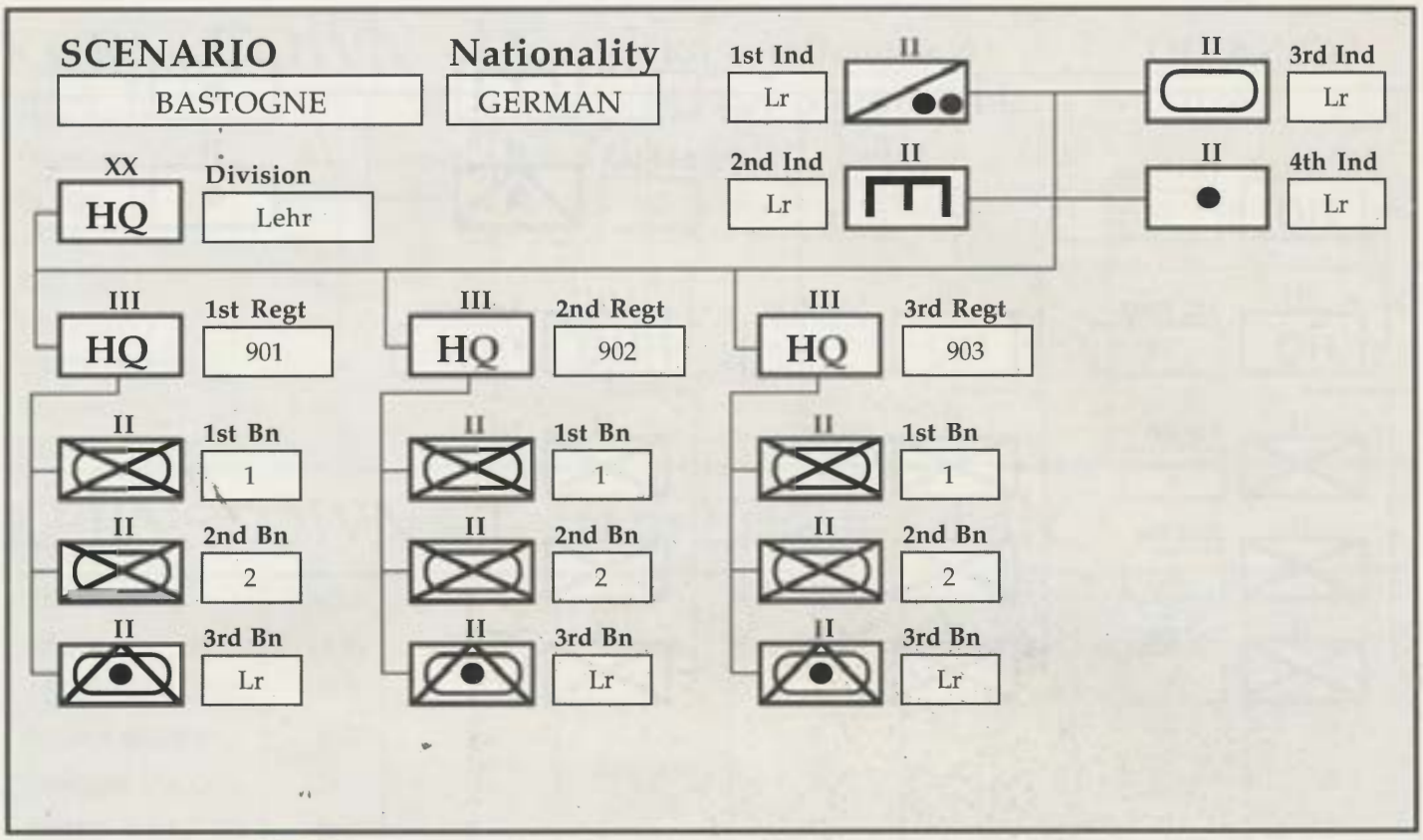
MODE	0-3	0	0	0	0	0	0	0	0									0	0	0	0
EQUIPM'T	0-31	1	1	11	12	1	1	11	12									13	14	22	2
MOVEMENT	0-31	16	16	16	20	16	16	16	20									16	16	16	16
ARRIVAL	0-99	2	2	2	1	1	1	1	1									1	1	2	2
MAX STREN.	0-15	9	9	5	6	9	9	5	6									9	9	8	9
INIT. STREN.	0-15	9	9	5	6	9	9	5	6									9	9	8	9
RATING	0-15	8	8	11	7	8	8	11	7									10	12	10	10
RANGE	0-15	0	0	1	0	0	0	1	0									1	1	9	0
FATIGUE	0-7	4	4	4	4	4	4	4	4									4	4	4	4
EXPERIENCE	0-7	5	5	6	5	5	5	6	5									6	6	5	5
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A									2	2	2	1



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LEADERSHIP	0-7	6	5	5	6	
HQ SUPPLY	0-7	3	4	4	4	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	12	N/A	N/A	N/A	
ARRIVAL	0-99	3	N/A	N/A	N/A	
LOCATION	(x,y)	25,0	N/A	N/A	N/A	

UNIT DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	Lr		1	2	Lr		1	2	Lr						Lr	Lr	Lr	Lr
LOCATION	(x,y)	25,14	25,14	25,14		24,0	24,0	24,0		21,0	21,0	21,0						21,0	24,0	21,0	21,0
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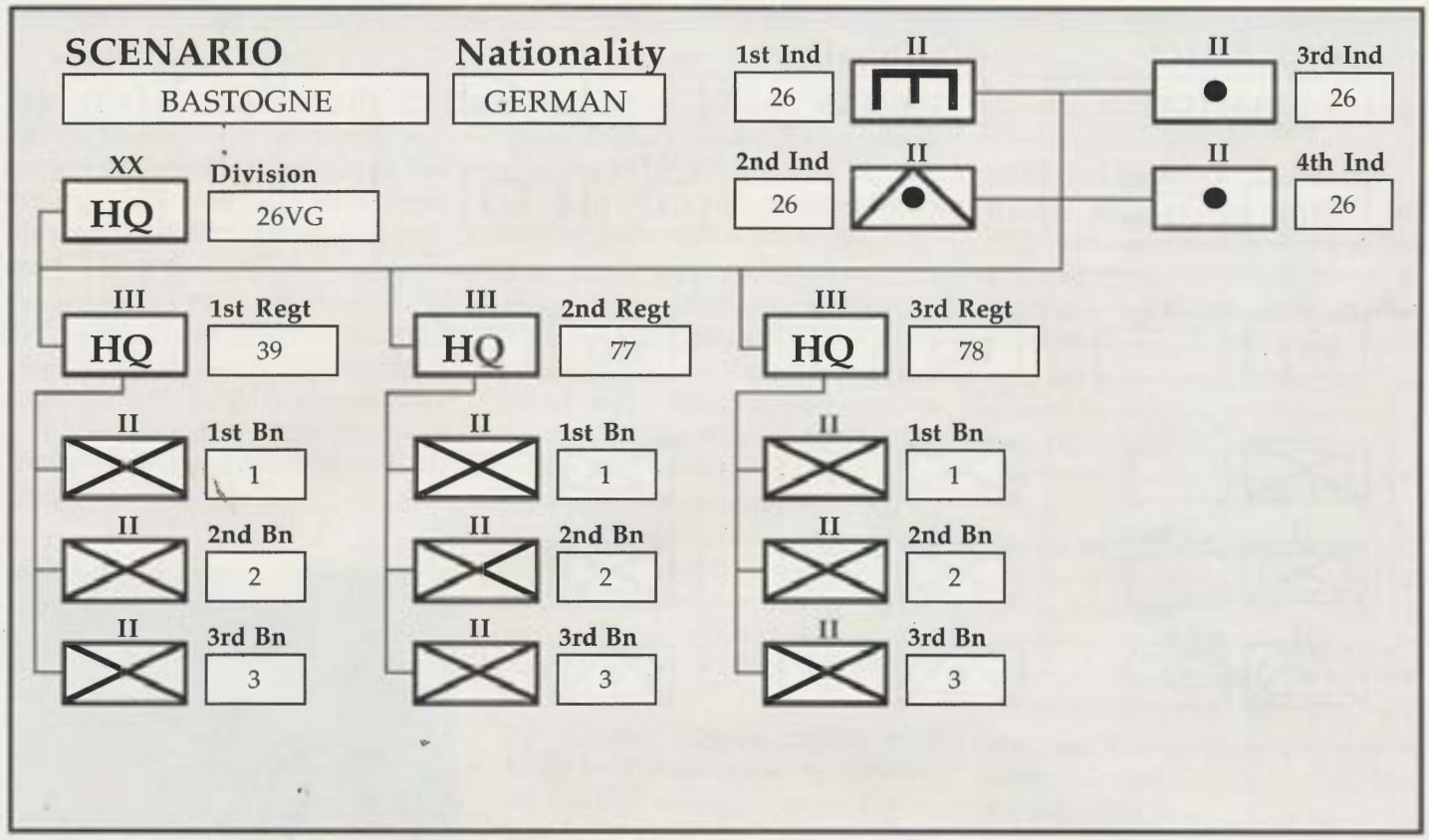
MODE	0-3	0	0	0		0	0	0		0	0	0						0	0	0	0
EQUIPM'T	0-31	1	1	11		1	1	11		1	1	11						12	2	13	22
MOVEMENT	0-31	16	16	16		16	16	16		16	16	16						20	16	16	16
ARRIVAL	0-99	7	7	7		2	2	2		5	5	5						1	3	5	5
MAX STREN.	0-15	12	12	5		12	12	5		12	12	5						9	9	9	8
INIT. STREN.	0-15	12	12	5		12	12	5		12	12	5						9	9	9	8
RATING	0-15	8	8	11		8	8	11		8	8	11						7	10	10	10
RANGE	0-15	0	0	1		0	0	1		0	0	1						1	0	1	9
FATIGUE	0-7	4	4	4		4	4	4		4	4	4						4	4	4	4
EXPERIENCE	0-7	6	6	6		6	6	6		6	6	6						6	6	6	6
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A						2	2	3	3

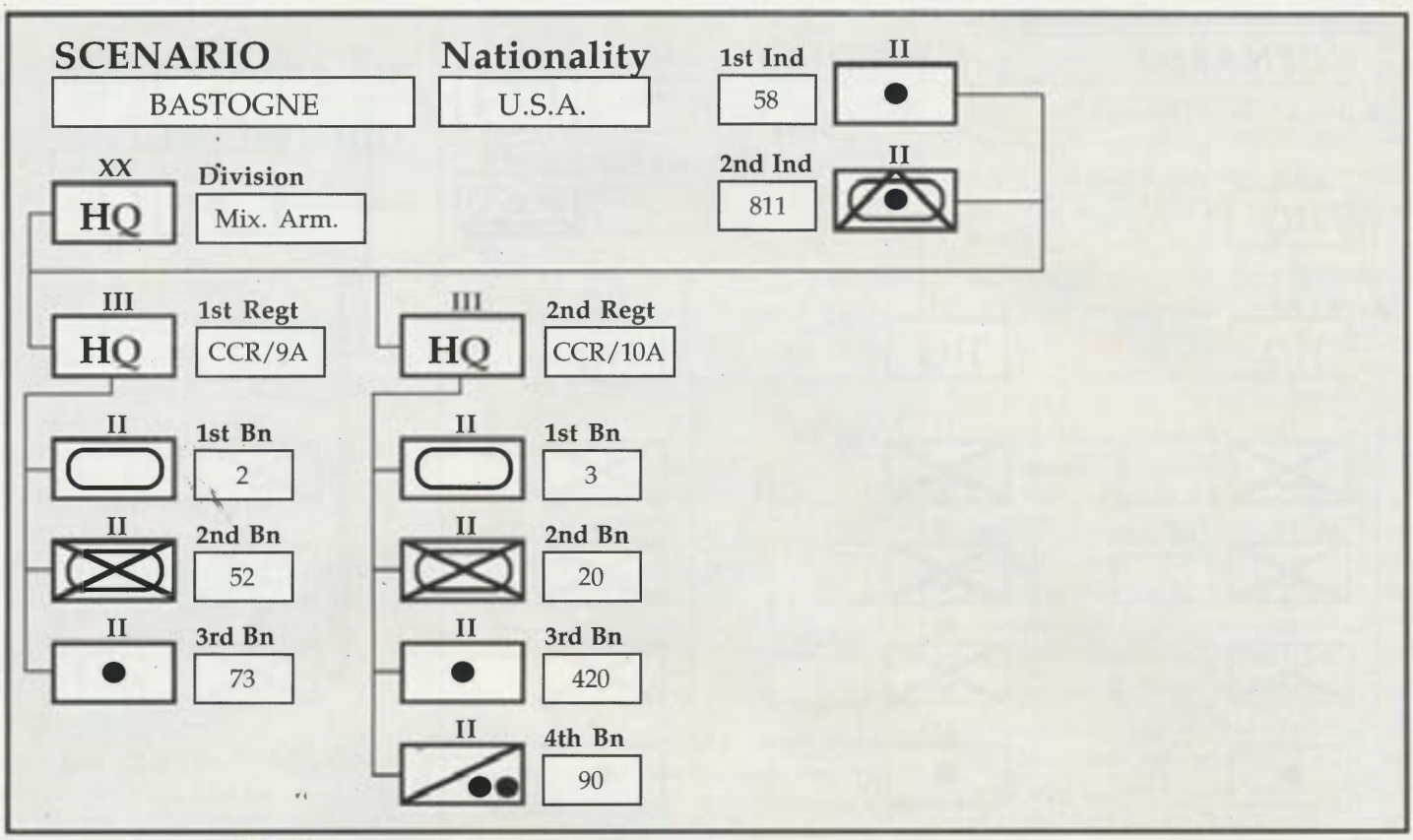


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	26VG	39	77	78	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	
HQ ADMIN	0-7	4	4	4	4	
LEADERSHIP	0-7	5	4	5	4	
HQ SUPPLY	0-7	3	6	6	6	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	8	N/A	N/A	N/A	
ARRIVAL	0-99	6	N/A	N/A	N/A	
LOCATION	(x,y)	25,8	N/A	N/A	N/A	

UNIT DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3		1	2	3		1	2	3						26	26	26	26
LOCATION	(x,y)	25,8	25,8	25,8		25,8	25,8	25,8		25,8	25,8	25,8						25,8	25,14	25,8	25,8
CLASS	0-13	0	0	0		0	0	0		0	0	0						7	9	13	13
MODE	0-3	0	0	0		0	0	0		0	0	0						0	0	0	0
EQUIPM'T	0-31	15	15	15		15	15	15		15	15	15						2	10	6	7
MOVEMENT	0-31	8	8	8		8	8	8		8	8	8						8	12	12	12
ARRIVAL	0-99	7	7	7		5	5	5		9	9	9						5	7	9	9
MAX STREN.	0-15	9	9	9		9	9	9		9	9	9						9	6	4	4
INIT. STREN.	0-15	9	9	9		9	9	9		9	9	9						9	6	4	4
RATING	0-15	7	7	7		7	7	7		7	7	7						9	8	8	10
RANGE	0-15	0	0	0		0	0	0		0	0	0						0	1	8	9
FATIGUE	0-7	4	4	4		4	4	4		4	4	4						4	4	4	4
EXPERIENCE	0-7	5	5	5		5	5	5		5	5	5						5	5	5	5
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A						2	1	2	2

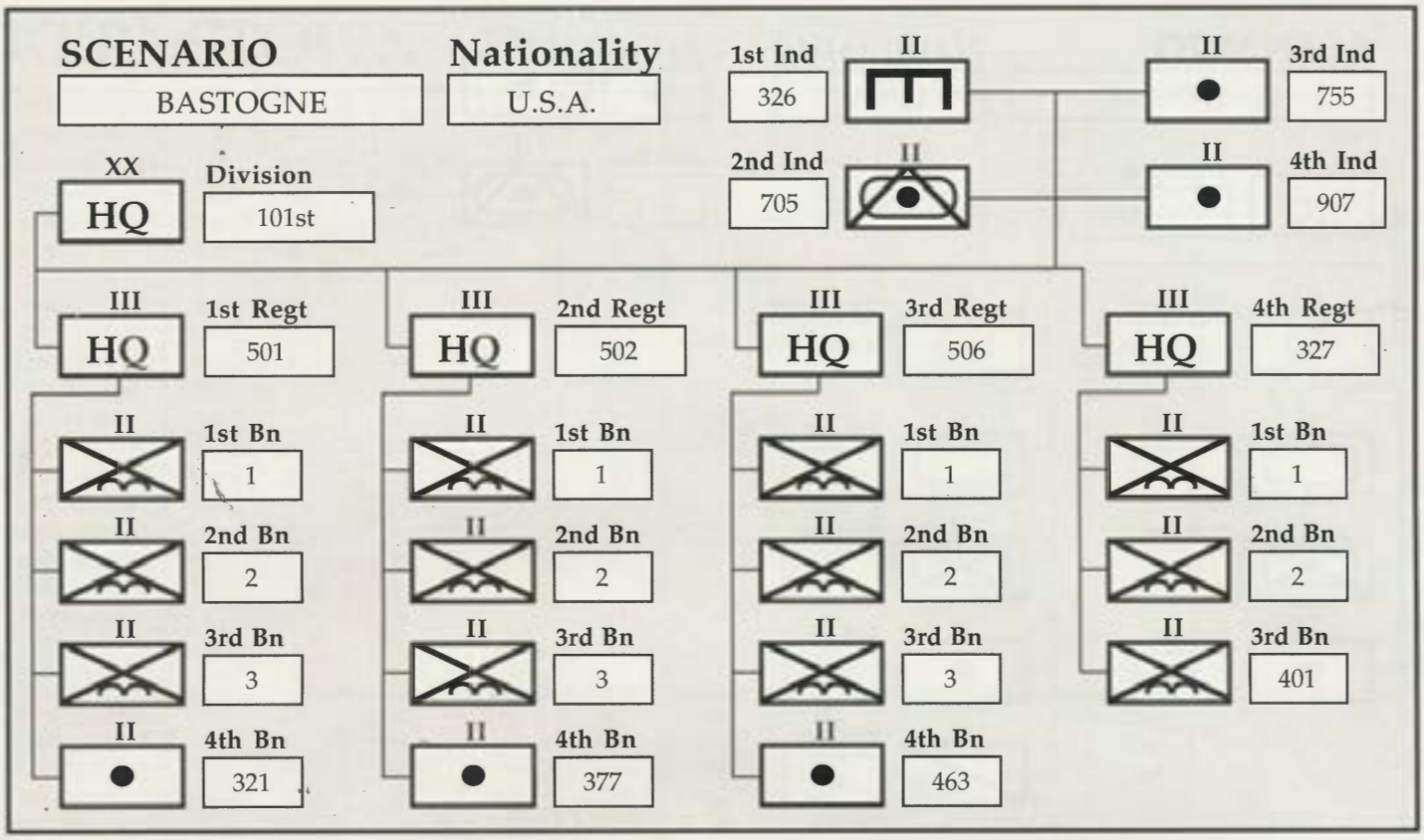


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	Mix. Arm.	CCR/9A	CCR/10A		
UNIT TYPE	[8]	Ad Hoc	Armour	Armour		
HQ ADMIN	0-7	2	1	3		
LEADERSHIP	0-7	4	2	4		
HQ SUPPLY	0-7	4	2	4		
BRITTLE	0-1	0	0	0		
MOVEMENT	0-31	12	N/A	N/A		
ARRIVAL	0-99	0	N/A	N/A		
LOCATION	(x,y)	13,9	N/A	N/A		

UNIT DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	2	52	73		3	20	420	90									58	811		
LOCATION	(x,y)	21,7	21,9	18,8		15,8	15,7	13,8	14,6									18,7	21,5		
CLASS	0-13	11	2	13		11	2	13	6									13	10		
MODE	0-3	0	0	0		0	0	0	0									0	0		
EQUIPM'T	0-31	9	16	3		9	16	3	21									3	8		
MOVEMENT	0-31	16	16	16		16	16	16	20									16	16		
ARRIVAL	0-99	0	0	0		2	2	2	2									0	0		
MAX STREN.	0-15	7	8	3		12	12	4	9									4	9		
INIT. STREN.	0-15	7	8	3		12	12	4	9									4	9		
RATING	0-15	9	5	8		9	5	8	6									8	10		
RANGE	0-15	1	0	8		1	0	8	0									7	1		
FATIGUE	0-7	6	6	6		6	6	6	6									7	6		
EXPERIENCE	0-7	2	2	3		4	4	4	4									4	3		
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A	N/A									1	1		

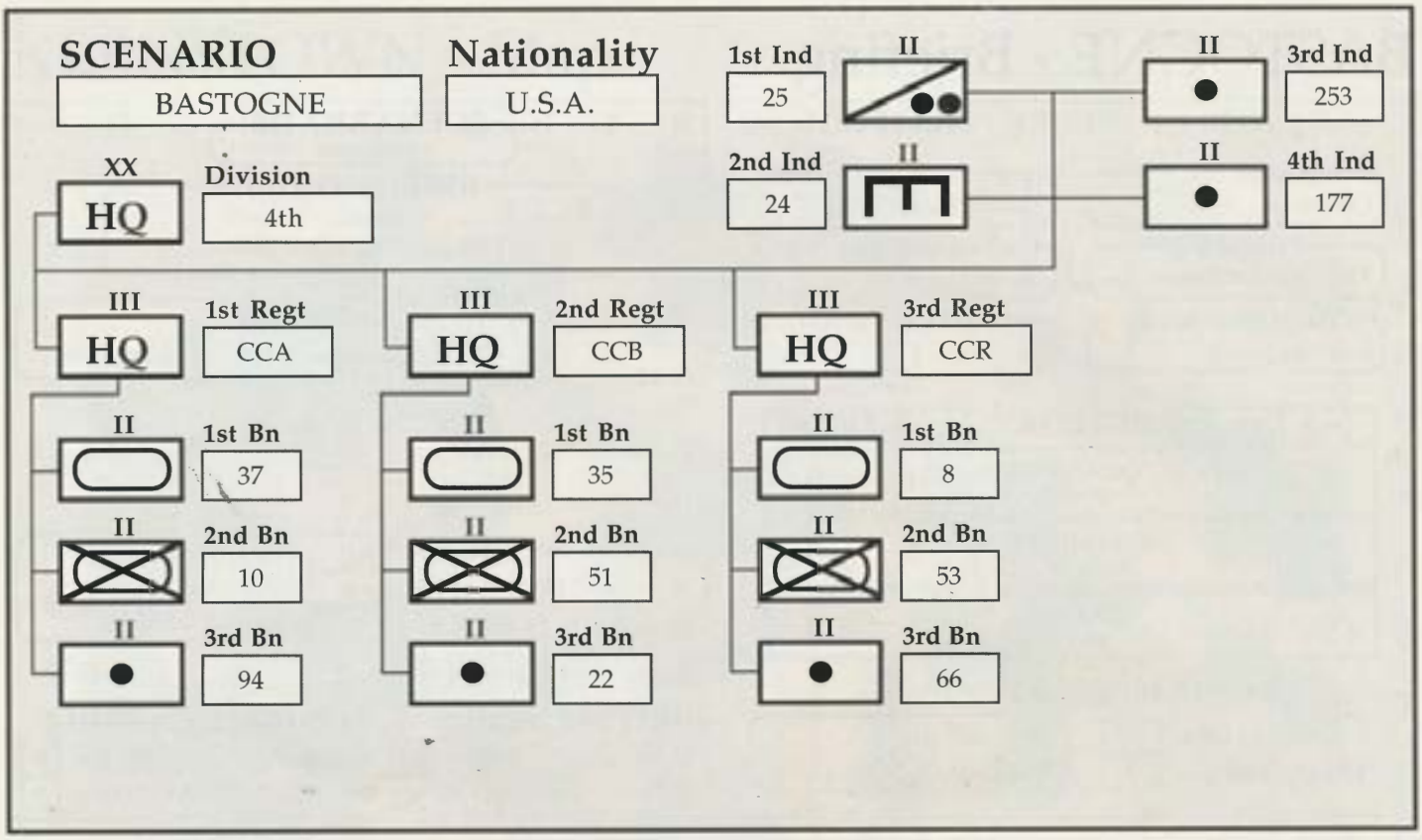


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	101	501	502	506	327
UNIT TYPE	[8]	Airborne	Airborne	Airborne	Airborne	Airborne
HQ ADMIN	0-7	6	5	5	5	5
LEADERSHIP	0-7	6	5	4	5	4
HQ SUPPLY	0-7	7	5	5	5	5
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	11	N/A	N/A	N/A	N/A
ARRIVAL	0-99	5	N/A	N/A	N/A	N/A
LOCATION	(x,y)	0,4	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	321	1	2	3	377	1	2	3	463	1	2	401		326	705	755	907
LOCATION	(x,y)	0,4	0,4	0,4	0,4	0,8	0,8	0,8	0,8	0,8	0,8	0,8	0,8	0,14	0,14	0,14		0,4	0,8	0,8	0,8
CLASS	0-13	3	3	3	13	3	3	3	13	3	3	3	13	3	3	3		7	10	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0
EQUIPM'T	0-31	17	17	17	19	17	17	17	19	17	17	17	19	18	18	18		2	8	5	6
MOVEMENT	0-31	8	8	8	12	8	8	8	12	8	8	8	12	8	8	8		8	16	12	12
ARRIVAL	0-99	5	5	5	5	5	5	5	5	6	6	6	6	6	6	6		5	5	7	6
MAX STREN.	0-15	11	11	11	4	11	11	11	4	11	11	11	4	9	9	9		9	9	4	4
INIT. STREN.	0-15	11	11	11	4	11	11	11	4	11	11	11	4	9	9	9		9	9	4	4
RATING	0-15	6	6	6	6	6	6	6	6	6	6	6	6	7	7	7		8	10	11	8
RANGE	0-15	0	0	0	6	0	0	0	6	0	0	0	6	6	6	6		0	1	14	8
FATIGUE	0-7	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6		6	6	6	6
EXPERIENCE	0-7	6	6	6	6	6	6	6	6	6	6	6	6	5	5	5		6	5	6	6
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		1	2	3	3



HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	4	CCA	CCB	CCR	
UNIT TYPE	[8]	Armour	Armour	Armour	Armour	
HQ ADMIN	0-7	6	5	5	5	
LEADERSHIP	0-7	7	6	6	5	
HQ SUPPLY	0-7	6	4	3	4	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	12	N/A	N/A	N/A	
ARRIVAL	0-99	18	N/A	N/A	N/A	
LOCATION	(x,y)	7,20	N/A	N/A	N/A	

UNIT DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	37	10	94		35	51	22		8	53	66						25	24	253	177
LOCATION	(x,y)	8,20	9,20	9,20		13,20	14,20	12,20		8,20	9,20	8,20						15,20	8,20	13,20	13,20
CLASS	0-13	11	2	13		11	2	13		11	2	13						6	7	13	13
MODE	0-3	0	0	0		0	0	0		0	0	0						0	0	0	0
EQUIPM'T	0-31	9	16	3		9	16	3		9	16	3						21	2	3	5
MOVEMENT	0-31	16	16	16		16	16	16		16	16	16						20	16	16	12
ARRIVAL	0-99	18	18	19		17	17	17		19	19	20						17	18	18	20
MAX STREN.	0-15	11	12	4		10	9	4		11	10	4						8	10	4	4
INIT. STREN.	0-15	11	12	4		10	9	4		11	10	4						8	10	4	4
RATING	0-15	9	5	8		9	5	8		9	5	8						6	9	8	11
RANGE	0-15	1	0	8		1	0	8		1	0	8						0	0	8	14
FATIGUE	0-7	5	5	5		4	4	5		5	5	5						4	5	4	5
EXPERIENCE	0-7	6	6	6		6	6	6		6	6	6						6	6	5	5
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A						2	1	2	3

BASTOGNE - Briefing

AXIS	ALLIED
SIDE [16]: Germany	SIDE [16]: United States
CORPS [16]: XLVII Panzer Korps	CORPS [16]: III/VII Corps
COMMANDER [16]: Luttwitz	COMMANDER [16]: Patton

DAY	NIGHT	SUPPORT	DAY	NIGHT
2	0	QUANTITY (0-99)	16	0
0	0	RELIABILITY (0-3)	2	0
6	0	RATING (0-15)	8	0

AIR SUPERIORITY (0-7)

STATUS = 7
RELIABILITY = 7

STRONG ALLIED
DEPENDABLE

SCENARIO [16]: Bastogne

BRIEFING [26]: Nuts! 18th-25th December 1944

(0-3)	START =	0	am 18th December 1944
(1-31)	DATE =	18	
(1-12)	MONTH =	12	
(0-99)	YEAR =	44	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	8	
(0-3)	WEATHER =	0	PRECIPITATION
(0-7)	FORECAST =	0	STORMY
(0-7)	CLIMATE =	0	EUROPEAN
(0-31)	MECH MIN =	12	

BRITTLENESS

(0-9) AXIS = 00 %
(0-9) ALLIED = 00 %

NIGHT CAPABLE

(0-1) AXIS = 0
(0-1) ALLIED = 0

BASTOGNE - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	-	-	-	-	-	-
T1	Clear	3	1	7	7	7
T2	Wood/Rough	16	3	3	4	5
T3	Hvy Woods	10	2	4	4	6
T4	-	-	-	-	-	-
T5	-	-	-	-	-	-
T6	-	-	-	-	-	-
T7	-	-	-	-	-	-
T8	-	-	-	-	-	-
T9	-	-	-	-	-	-
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	1	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	7	7	7
-	CITY	N.A.	N.A.	5	5	6
-	BRIDGE	2	2	5	7	5
-	RIVER	N.A.	6	4	7	4

BASTOGNE - Objectives & Miscellaneous Factors

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Def. (0-1)	Start (1-99)	End (1-99)	Pts/T (0-30)	Pts/E (0-255)
1(AX)	Noville	17,2	0	0	1	31	4	20
2(AX)	Longchamps	9,4	0	0	1	31	5	25
3(AX)	Salle	0,4	2	0	1	31	10	50
4(AX)	Chenogne	2,13	3	0	1	31	10	50
5(AX)	Nives	1,19	1	0	1	31	10	50
6(AX)	South Edge	13,8	2	0	1	31	5	150
7(AX)	Hompre	13,15	2	0	1	31	2	50
8(AX)	Bastogne	13,9	1	0	1	31	10	100
9(AX)	Sibret	8,14	2	0	1	31	5	25
10(AX)	E. Bastogne	14,9	2	0	1	31	2	25
11(AX)	Oberwampach	21,9	1	0	20	31	0	1
12(AX)								
1(AL)	Bastogne	13,9	1	0	12	31	3	75
2(AL)	Hompre	13,15	3	0	15	31	2	25
3(AL)	Neffe	16,10	3	0	19	31	3	25
4(AL)	Noville	17,2	1	0	1	8	10	0
5(AL)	Sibret	8,14	2	0	25	31	2	10
6(AL)	Longchamps	9,4	2	0	15	31	5	25
7(AL)	Oberwampach	21,9	3	0	9	31	10	100
8(AL)	South Edge	13,18	2	0	6	31	2	25
9(AL)	E. Bastogne	14,9	2	0	1	31	1	0
10(AL)	N. Bastogne	13,8	3	0	15	31	1	0
11(AL)	Crossroads	19,8	2	0	1	10	1	0
12(AL)								

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	0 / 0	4th Hex =	2 / 1
2nd Hex =	1 / 0	5th Hex =	3 / 2
3rd Hex =	2 / 0	6th Hex =	4 / 3

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	5	2
ALLIED	4	3

MAP SIZE

ACROSS (0-2)	1
DOWN (0-3)	2

Brewed Up
Panther 126 of the Hitler Jugend Division reached the vicinity of Krinkelt before suffering this fate.

to the sea. At the time when the capture of the Scheldt estuary should have taken top priority, Montgomery was launching his abortive attempt to cross the Rhine at Arnhem.

As German divisions were transferred from the eastern front the German strength in the west steadily increased. At the same time the Allied casualties at Aachen, Hurtgen Forest and in Lorraine were greater than the number of replacements. In order to maintain the offensives against the industrial regions of the Ruhr and the Saar it was necessary for the Allies to thin out other parts of the line.

The Ardennes was a quiet portion of the front and was considered, despite the Blitzkrieg of 1940, to be unsuitable for offensive operations. It was therefore held extremely lightly. Consequently the most thinly held portion of the Allied line was precisely where the Germans intended to attack.

The Ardennes was held by the men of General Hodges' 1st Army, part of Bradley's 12th Army Group. They had little warning of the impending attack due to the strict security under which preparations were carried out. When he was warned by an intelligence officer of a possible counterattack in the Ardennes Bradley overconfidently replied "Let them come".

The attacking German force was made up of three armies. The Sixth SS PanzerArmee was commanded by Josef "Sepp" Dietrich, an ardent Nazi, the Fifth PanzerArmee was under Hasso von Manteuffel, an efficient East Front veteran and the Seventh Armee was commanded by Erich Brandenberger. The most powerful army was the Sixth which contained five infantry and four SS Panzer divisions. The Sixth SS PanzerArmee was to cross the Meuse in the vicinity of Liege and was responsible for breaking through in an area between Monschau and St Vith.

South of the Sixth, Manteuffel's Fifth PanzerArmee consisted of four infantry and three Panzer divisions. Manteuffel was facing the most weakly held portion of the US line and was probably the most competent of the three army commanders. His mission was to capture the vital road junctions of St Vith and Bastogne and cross the Meuse between Namur and Dinant.

Brandenberger's Seventh Armee was by far the weakest of the three. Containing four infantry divisions the army was also weak in artillery. The job assigned to Seventh Armee was one of flank protection. After making an initial breakthrough Brandenberger was to "peel off" his divisions one by one to protect the vulnerable southern flank of the salient.

The Germans had amassed a great enough superiority in ground troops but they were lacking one vital ingredient of Blitzkrieg warfare, air superiority. Since Normandy this had been the Allies' trump card. It had decisively slowed the movement of reserves and supplies to meet the Allied invasion, making road movement during daylight almost impossible.

Above all the Germans needed unhampered road movement in the Ardennes. Their offensive plans relied on speed. There was no way that German air superiority could be obtained for *Wacht am Rhein*. The best that could be achieved was for the attack to take place in weather conditions which rendered air operations impossible. Such conditions existed as the offensive opened at dawn on the 16th of December.

At the Northern end of the line the LXVII Korps was heavily repulsed from in front of Monschau. The armour was not to be committed in this sector until an infantry breakthrough had been made. ISS PanzerKorps, south of Monschau made slow progress, but the hoped for breakthrough eluded them as well. During the night of the 16th fierce fighting continued around the vital Losheim Gap. In the early hours of December 17th the way was cleared for the advance of Kampfgruppes Peiper and Hansen, the spearhead of the 1st SS Panzer Division.

The northernmost formation of Manteuffel's 5th PanzerArmee was the under strength LXVI Korps. Their objective was the crossroads of St Vith. Facing them were two regiments of the U.S. 106th Infantry Division. These two units were in an exposed position and vulnerable to being pocketed. The encirclement operation was successfully carried out on the 16th. Despite this

BASTOGNE - Equipment

0	
1	Pz Gren
2	Assault
3	105mm SP
4	150mm SP
5	155mm How
6	105mm How
7	150mm How
8	M10s
9	M4s
10	75mm AT
11	StuGIIIs
12	APC 234s
13	Mk IVs
14	Mk Vs
15	Gren
16	Half Trk
17	Paras
18	Glider
19	75mm How
20	Demol'n
21	M5s/APCs
22	105/50SP

success the expected breakthrough to the south of the pocket was stopped by the resistance of the third regiment of the 106th. Consequently St Vith remained in U.S. hands at nightfall on the 16th.

LVIII PanzerKorps, attacking between St Vith and Bastogne was facing only one regiment of the U.S. 28th Infantry Division. The G.I.s, however, were occupying a particularly strong portion of the West wall. Despite their numerical superiority the Germans made only minor gains at the cost of heavy casualties.

Von Luttwitz's powerful XLVII PanzerKorps had the greatest numerical superiority at any point in the Ardennes. Their objective was to overrun the single infantry regiment opposing them and drive for the critical road junction of Bastogne. Here, as elsewhere, resistance was surprisingly strong. It was only near the end of the day, when the tanks of the 2nd Panzer Division moved across a temporary bridge, that the American defence collapsed.

Brandenberger's Seventh Armee was attacking south of Bastogne. LXXXV Korps made slow but steady progress during the day against an understrength regiment of Hurtgen Forest veterans. LXXX Korps, the southernmost formation of *Wacht am Rhein* faced an infantry regiment and a combat command of the 9th armoured division. Reasonable gains were made, the only significant result being the bypassing of Echternach and its garrison.

At the end of the first day of *Wacht am Rhein* the brilliant breakthroughs anticipated by Hitler had not materialised. Steady progress had been made and several U.S. units were on the verge of collapse but the overall result of the day was that the staunch resistance of the front line troops had gained the Allies the time they needed to react to the offensive.

Initially the Allies were slow to react. Hodges was not overly concerned and in any case only had two combat commands of the 9th Armoured Division in immediate reserve. CCB was released and ordered to St Vith where a collapse of the Losheim Gap defences seemed imminent.

Bradley suspected that it was a spoiling attack rather than a major offensive but Eisenhower was more troubled. He ordered the transfer of the 7th and 10th Armoured divisions to 1st Army. The 7th, from 9th Army to the north, was ordered to St Vith and the 10th, from Patton's third Army to the south, was ordered to Luxembourg.

The Enemy
'Sepp' Dietrich, commander of Sixth SS Panzer Armee confers with Gerd von Rundstedt, commander of Ob. West.

On the morning of the 17th of December the Germans resumed their attempt to break through the U.S. positions around Monschau. The U.S. 2nd and 99th Divisions were forced to retreat but this was more because of the breakthrough in the Losheim Gap than pressure on their own front. If anything the American position was becoming stronger as a battalion of Rangers and CCR of the 5th Armoured Division moved into the area. The 12SS Panzer Division was committed to try to break the deadlock but merely contributed to mounting casualties on both sides.

Around Losheim Gap the 422nd and 423rd Regiments of the 106th Division had been pocketed and Kampfgruppe Peiper had pushed through to Malmedy, northwest of St Vith. Peiper had captured 50 000 gallons of fuel and pushed ahead. The other two Kampfgruppes of 1st SS Panzer Division were moving towards St Vith from the north.

Hodges intended to use 7th Armoured Division to break into the 106th Division pocket but the proximity of the German spearheads north and south suggested that to do so would simply be to place themselves into the same pocket. The units were deployed for the defence of St Vith.

As the 110th Regiment of the U.S. 28th Division collapsed in front of von Luttwitz's XLVII PanzerKorps the Germans surged forward in the direction of Bastogne. Unable to make any progress on its own front the 116th Panzer Division was directed south to follow in von Luttwitz's wake.

The northern units of Seventh Armee were able to make use of the successes to their north and outflanked the 109th Regiment of the 28th. This unit was forced to retire southwards. Elsewhere Brandenberger met with limited success which prompted Allied leaders to bring two combat commands of 10th Armoured Division into action to shore up the American line.

The other combat command of 10th Armoured was despatched to Bastogne. This decision was to prove vital to the defeat of *Wacht am Rhein.*

In the Bag
Thousands of American G.I.s were photographed for propaganda purposes while on their way into captivity.

As the situation became more serious Eisenhower released practically his only strategic reserve, the 82nd and 101st Airborne Divisions. The 82nd moved towards the nose of Peiper's salient in the north and the 101st moved towards Bastogne.

As the 18th of December dawned Kampfgruppe Peiper was in position to get across the Meuse as scheduled. However, the destruction of a vital bridge across the Ambleve River forced Peiper to move south.

There was heavy fighting as Kampfgruppe Hansen penetrated to within a couple of miles of St Vith before being repulsed by units of 7th Armoured. Frontal attacks by LXVI Korps on St Vith were similarly thrown back. Hitler consented to the committal of the Fuhrer Begleit Brigade into the fight for St Vith.

As von Luttwitz's panzers approached Bastogne they ran into several hastily thrown up roadblocks. The town was being held by a scratch force of engineers and armour. Despite desperate resistance, units of the Panzer Lehr Division under Fritz Bayerlein, Rommel's ex chief-of-staff, reached to within three miles of Bastogne. With reports coming in to him of strong U.S. forces up ahead, Bayerlein lost his nerve and halted his spearhead to regroup the Division.

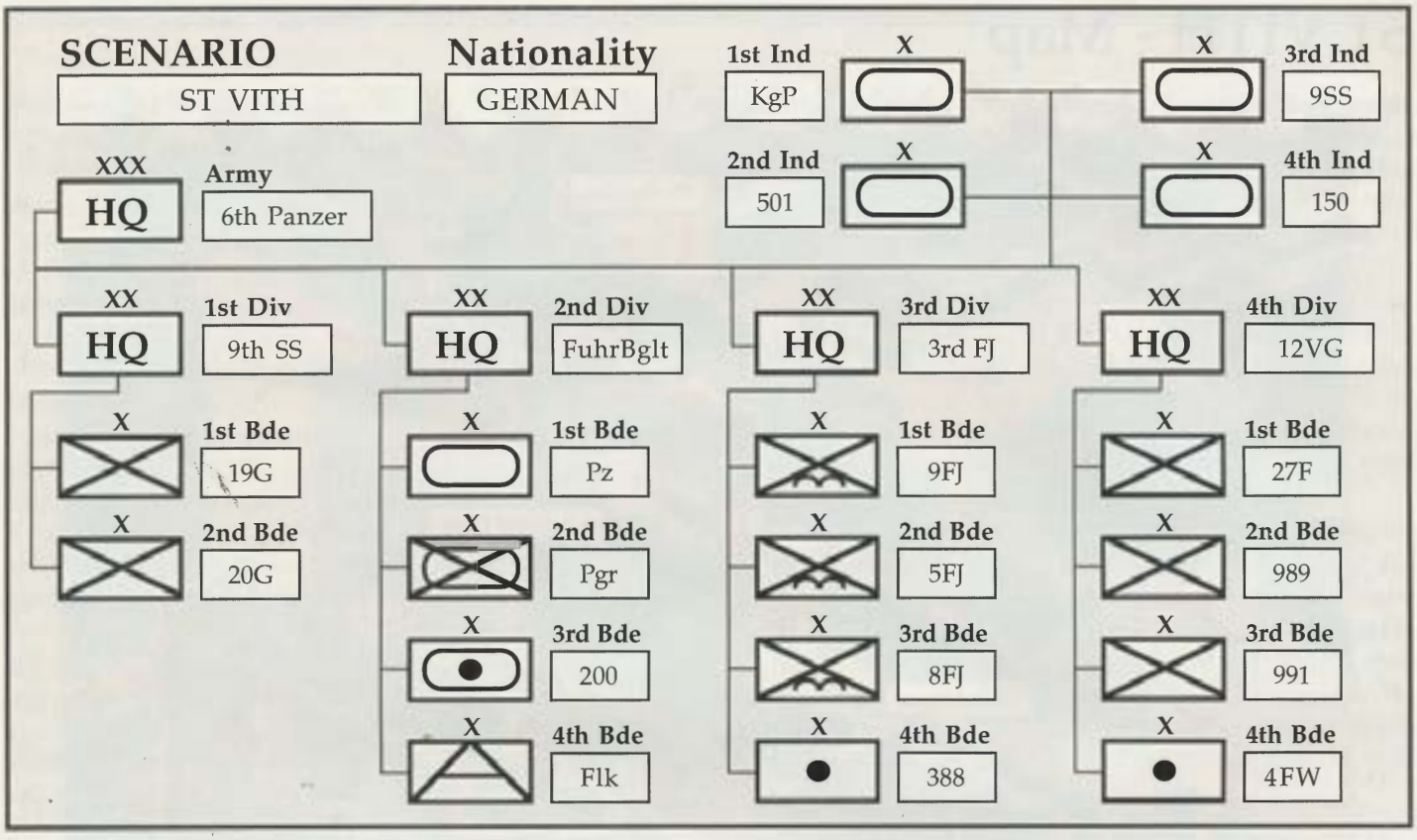
116th Panzer Division, after crossing the Our in the wake of XLVII PanzerKorps widened the breakthrough, meeting no resistance and capturing Houffalize.

Seventh Armee once again made slow progress on the 18th. What progress they did make was due mainly to the 5th Panzer Armee breakthrough to their north. With their left flank in the air the units opposing Seventh Armee chose to pull back, refusing their flank rather than risking envelopment.

Although by the evening of the 18th the first breakthroughs had occurred and Manteuffel's Panzers were on the move, it had become clear to both Model and von Rundstedt that the offensive had failed. Both commanders made

ST VITH - Map

CLEAR
ROUGH
ROAD
RIVER
HEAVY WOODS
BRIDGE
TOWN
FORD
FRONT LINE
WOODS
FORT
HIDDEN ROAD
MINEFIELD

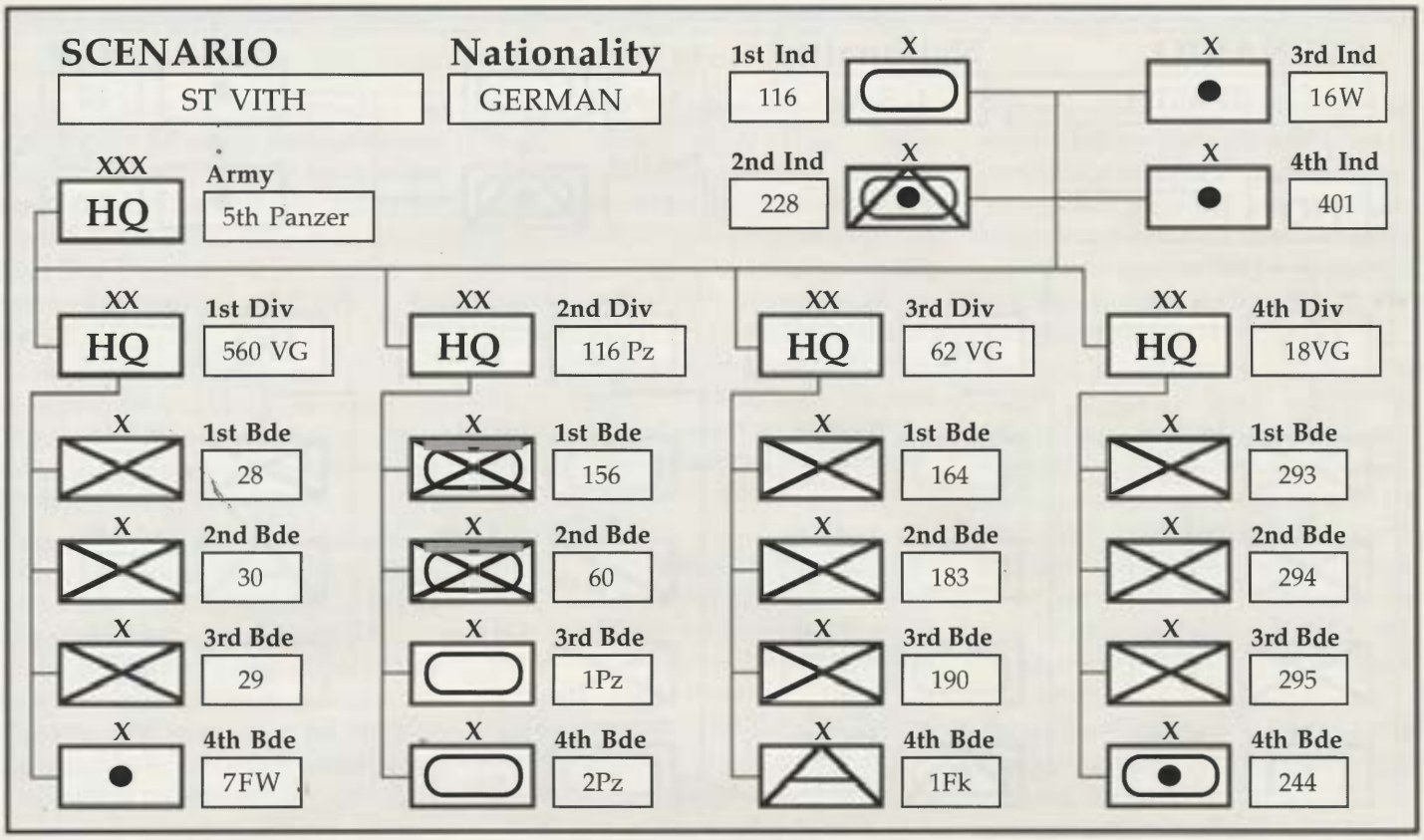


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	6th Panzer	9SS	FuhrBglt	3rd FJ	12VG
UNIT TYPE	[8]	Armee	Panzer	Panzer	FsmJgr	VGrenad.
HQ ADMIN	0-7	5	7	5	4	7
LEADERSHIP	0-7	6	7	6	3	7
HQ SUPPLY	0-7	3	3	6	6	6
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	16	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	22,2	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	19G	20G			Pz	Pgr	200	Flk	9FJ	5FJ	8FJ	388	27F	989	991	4FW	KgP	501	9SS	150
LOCATION	(x,y)	25,3	25,3			25,3	25,3	25,3	25,3	18,6	21,6	25,3	21,7	19,1	19,3	21,2	21,1	25,3	25,3	25,3	25,3
CLASS	0-13	0	0			11	2	12	8	3	3	3	13	0	0	0	13	11	11	11	11
MODE	0-3	0	0			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	28	28			11	30	5	31	20	20	20	10	27	27	27	15	29	14	4	12
MOVEMENT	0-31	7	7			10	10	10	10	7	7	7	3	7	7	7	3	10	10	16	12
ARRIVAL	0-99	12	12			8	8	8	9	0	0	1	0	0	0	0	0	2	4	8	3
MAX STREN.	0-15	11	11			9	12	9	6	12	12	10	12	12	12	12	12	13	9	6	9
INIT. STREN.	0-15	11	11			9	12	9	6	12	12	10	12	12	12	12	12	13	9	6	9
RATING	0-15	12	11			10	11	10	12	9	9	9	10	9	9	9	14	15	15	11	12
RANGE	0-15	0	0			1	0	1	1	0	0	0	8	0	0	0	4	1	1	1	1
FATIGUE	0-7	7	7			7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	7	6			5	5	5	5	3	3	3	5	5	5	5	6	7	7	6	6
ATTACHM'T	0-4	N/A	N/A			N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	1	1	1

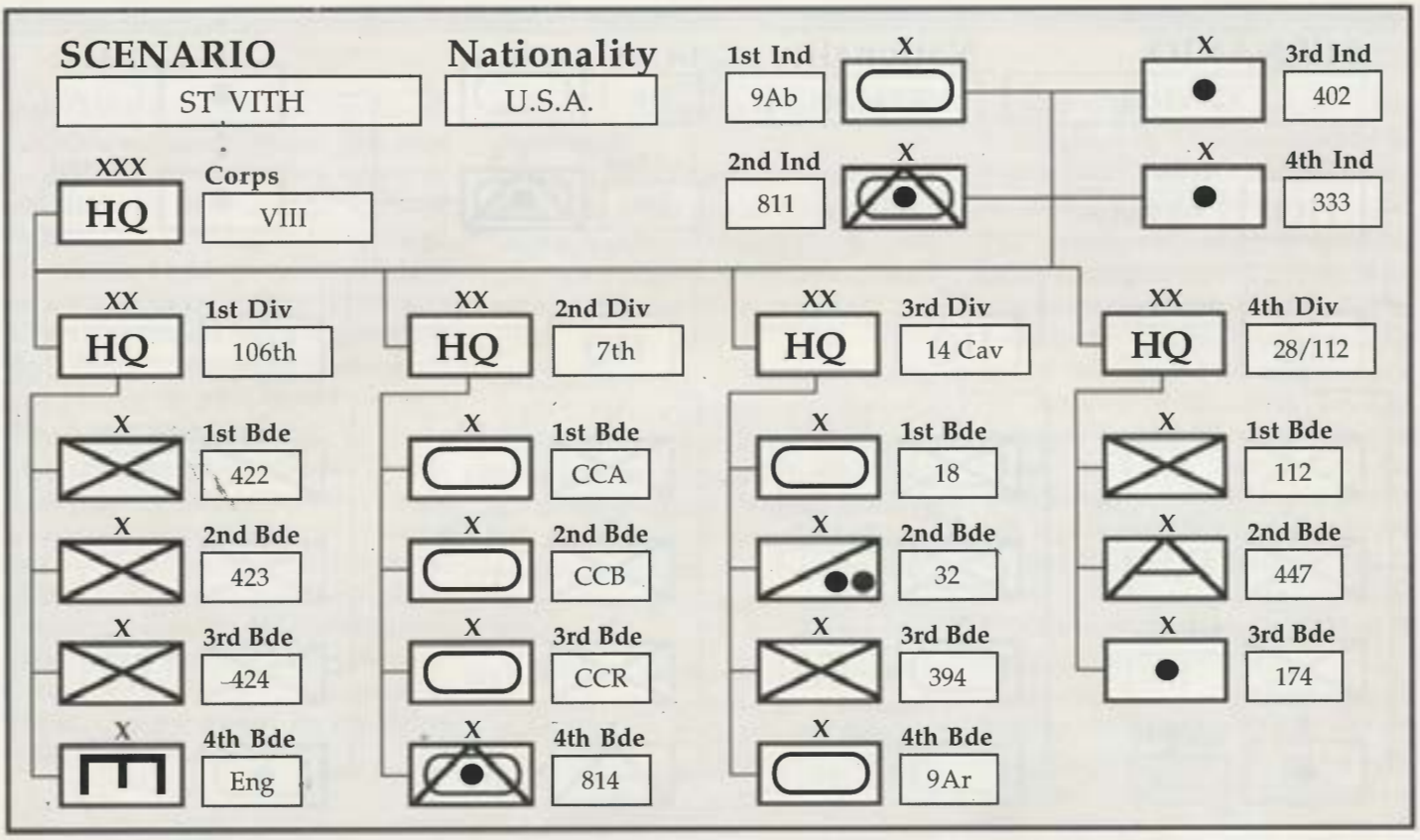


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	5th Panzer	560 VG	116	62VG	18VG
UNIT TYPE	[8]	Armee	Volksgrn	Panzer	Volksgrn	Volksgrn
HQ ADMIN	0-7	7	4	7	4	6
LEADERSHIP	0-7	7	5	7	2	6
HQ SUPPLY	0-7	4	6	6	6	6
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	16	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	17,22	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	28	30	29	7FW	156	60	1Pz	2Pz	164	183	190	1FK	293	294	295	244	116	228	16W	401
LOCATION	(x,y)	6,23	7,21	25,15	11,21	8,21	12,19	12,23	13,22	17,20	13,18	13,17	16,22	16,15	19,6	19,8	19,7	10,22	11,22	18,17	13,21
CLASS	0-13	0	0	0	13	2	2	11	11	0	0	0	8	0	0	0	12	11	10	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	27	27	27	15	30	30	12	11	27	27	27	31	27	27	27	5	4	6	15	10
MOVEMENT	0-31	7	7	7	3	10	10	12	10	7	7	7	10	7	7	7	10	16	10	3	3
ARRIVAL	0-99	0	0	9	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0
MAX STREN.	0-15	12	12	12	13	11	12	12	10	12	12	12	5	12	12	12	7	6	6	12	8
INIT. STREN.	0-15	12	12	12	13	11	12	12	10	12	12	12	5	12	12	12	7	6	6	12	8
RATING	0-15	7	7	7	14	11	11	13	11	7	7	7	12	7	7	8	10	11	12	14	10
RANGE	0-15	0	0	1	4	0	0	1	1	0	0	0	1	0	0	1	1	1	1	4	8
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	3	3	3	7	7	7	7	7	2	2	2	5	3	3	3	5	6	6	6	6
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	2	2	4	4



HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	VIII	106th	7th	14Cav	28/112
UNIT TYPE	[8]	Combined	Infantry	Armour	Mixed	Infantry
HQ ADMIN	0-7	6	3	7	6	6
LEADERSHIP	0-7	6	3	7	5	7
HQ SUPPLY	0-7	7	7	7	7	7
BRITTLE	0-1	0	1	0	0	0
MOVEMENT	0-31	5	N/A	N/A	N/A	N/A
ARRIVAL	0-99	6	N/A	N/A	N/A	N/A
LOCATION	(x,y)	0,9	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	422	423	424	Eng	CCA	CCB	CCR	814	18	32	394	9Ar	112	447	174		9Ab	811	402	333
LOCATION	(x,y)	18,11	15,14	12,18	4,11	0,4	0,4	0,4	0,4	18,7	5,10	18,3	0,20	7,20	7,18	4,17		0,4	2,16	6,12	12,9
CLASS	0-13	0	0	0	7	11	11	11	10	11	6	0	11	0	8	13		11	10	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0
EQUIPM'T	0-31	2	2	2	2	8	8	8	9	25	17	2	8	2	26	10		8	7	10	10
MOVEMENT	0-31	7	7	7	7	10	10	10	10	16	16	7	10	7	10	10		10	10	10	10
ARRIVAL	0-99	0	0	0	3	7	7	7	7	0	2	0	3	0	0	0		2	3	0	0
MAX STREN.	0-15	12	12	12	4	12	12	11	5	6	6	12	10	12	4	6		12	5	9	5
INIT. STREN.	0-15	12	12	12	4	12	12	11	5	6	6	12	10	12	4	6		12	5	9	5
RATING	0-15	9	9	9	10	10	10	10	14	3	3	9	10	9	12	11		10	10	11	11
RANGE	0-15	0	0	1	0	1	1	1	1	1	0	0	1	0	1	8		1	1	8	8
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7		7	7	7	7
EXPERIENCE	0-7	2	2	2	4	6	6	6	6	4	4	3	5	5	5	5		5	5	5	5
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		3	1	1	3

ST VITH - Objectives and Miscellaneous Factors

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Def. (0-1)	Start (1-99)	End (1-99)	Pts/T (0-30)	Pts/E (0-255)
1(AX)	St Vith	4,10	2	0	5	19	10	50
2(AX)	Bullingen	12,1	1	0	3	8	10	5
3(AX)	Losheim Gap	18,7	1	0	0	2	3	1
4(AX)	Steinbruck	6,12	2	0	2	12	5	5
5(AX)	Oudler	2,16	2	0	2	19	3	1
6(AX)	Weissenhof	11,16	2	0	0	3	5	1
7(AX)								
8(AX)								
9(AX)								
10(AX)								
11(AX)								
12(AX)								
1(AL)	St Vith	4,10	1	1	5	19	3	15
2(AL)	Steinbruck	6,12	1	1	3	19	2	10
3(AL)	Oudler	2,16	1	1	0	19	0	10
4(AL)	Weissenhof	11,16	1	0	0	19	2	10
5(AL)	Bullingen	12,1	1	1	3	8	2	10
6(AL)	Losheim Gap	18,7	1	0	0	19	5	10
7(AL)								
8(AL)								
9(AL)								
10(AL)								
11(AL)								
12(AL)								

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	0 1	4th Hex =	2 3
2nd Hex =	1 2	5th Hex =	2 4
3rd Hex =	1 2	6th Hex =	3 5

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	3	2
ALLIED	1	1

MAP SIZE

ACROSS (0-2)	1
DOWN (0-3)	3

ST VITH - Briefing

AXIS	ALLIED
SIDE [16]: Nazi Germany	SIDE [16]: United States
CORPS [16]: Heeresgruppe B	CORPS [16]: 8th Corps
COMMANDER [16]: GFM Model	COMMANDER [16]: Gen Middleton

DAY	NIGHT	SUPPORT	DAY	NIGHT
5	3	QUANTITY (0-99)	5	0
1	3	RELIABILITY (0-3)	2	0
10	8	RATING (0-15)	10	0

AIR SUPERIORITY (0-7)

STATUS = 6

RELIABILITY = 7

STRONG ALLIED
DEPENDABLE

SCENARIO [16]: St Vith

BRIEFING [26]: Stalemate in the Ardennes! 16th-20th December 1944

(0-3)	START =	0
(1-31)	DATE =	16
(1-12)	MONTH =	12
(0-99)	YEAR =	44
(0-20)	CENTURY =	19
(1-16)	LENGTH =	5
(0-3)	WEATHER =	0
(0-7)	FORECAST =	0
(0-7)	CLIMATE =	5
(0-31)	MECH MIN =	10

am
16th December 1944

PRECIPITATION
STORMY
ARCTIC

BRITTLENESS

(0-9) AXIS = 00 %

(0-9) ALLIED = 60 %

NIGHT CAPABLE

(0-1) AXIS = 1

(0-1) ALLIED = 0

ST VITH - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	-	-	-	-	-	-
T1	Clear	3	1	7	7	7
T2	River	-	12	7	7	7
T3	Rough	6	3	4	4	4
T4	Woods	8	3	2	2	3
T5	Hvy Woods	10	4	0	0	2
T6	St Vith	1	1	0	0	0
T7	Bridge	-	10	5	7	6
T8	Ford	16	7	6	7	7
T9	-	-	-	-	-	-
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	1	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	2	1	3
-	CITY	N.A.	N.A.	0	0	0
-	BRIDGE	3	2	4	6	5
-	RIVER	N.A.	9	0	6	3

ST VITH - Equipment

0	
1	Mot Inf
2	Leg
3	H' Track
4	Sdkfz250
5	StugIII
6	Pz Jg IV
7	M10 TD
8	M4 Sherman
9	M36 TD
10	Mxd Art
11	Pz IV
12	Panther
13	Tiger
14	Tiger II
15	Werfers
16	Rockets
17	Arm Car
18	Para
19	Volksturm
20	FsJaeger
21	US AB
22	Maltier
23	JdgPanther
24	Armd Arty
25	M5 Stuart
26	Mxd Art
27	VolksGren
28	SS Pz Gren
29	SS Hvy Arm
30	Pz Gren
31	88mm Flak

Hitler aware of their views and both were accused of defeatism. Hitler did, however cancel a subsidiary operation, "Spatlese", an attack by 15th Armee north of Aachen. Three divisions were transferred to the Ardennes.

Hitler's reinforcements were matched by those of the Allies. 1st and 30th Infantry Divisions moved south to take up positions on the northern shoulder of Peiper's breakthrough. Just as the Allied front line was crumbling, troops were being brought up to fill the gaps. The narrow northern breakthrough was in danger of being cut off. The southern breakthrough, however, consisted of four divisions. Racing to oppose them was the 101st Airborne, one division. There could not have been a better formation to oppose von Luttwitz.

The morning of the 19th saw a conference of all the major Allied commanders. The textbook approach to a breakthrough was to be used. The shoulders of the salient were to be reinforced channelling the enemy advance into an ever shrinking frontage. Key road junctions like St Vith and Bastogne were to be held strongly, slowing the advance. Patton, whose third army was to the south of the breakthrough was to counterattack in the Bastogne area with three divisions. He estimated that he could have these men on the battlefield by the morning of the 21st. The majority of observers considered this just another piece of Patton exaggeration but preparations had already been made for just such a move even before *Wacht am Rhein* commenced.

The failure of German units to follow up Kampfgruppe Peiper's breakthrough led to the isolation of that unit near Stavelot. Outnumbered and with severe supply problems, Peiper moved over to the defence. Attempts to break through to the spearhead were defeated by 30th Division.

The IISS Panzer Corps consisting of the 2nd and 9th SS Panzer Divisions was earmarked to exploit the breakthrough begun by the ISS. The failure of Dietrich's Army, however, resulted in the 2nd SS being switched to Fifth Panzer Armee front. Although still part of the 6th the division was to advance in the wake of Manteuffel's troops.

As the pocketed 422nd and 423rd Regiments of the U.S. 106th Division sur-

Tiger 222
Perhaps the most photographed tank in the Ardennes. Belonging to schwere SS-Panzer-Abteilung 501 the huge tank is carrying men of the 9th regiment of the 3rd Fallschirmjager Division.

rendered, the position of the 7th Armoured Division in St Vith became more tenuous. Practically surrounded, the defenders continued to hold out.

At Bastogne the 101st Airborne had not arrived and the two combat commands of the 10th Armoured defending the approaches to the town were badly mauled by the Panzer Lehr Division. The 2nd Panzer Division was closing in on Bastogne from the north and was on the point of breaking through the light defences when the U.S. tanks were reinforced by the first regiment of the 101st. The 10th Armoured Division had virtually ceased to exist but they had bought enough time for Bastogne to be relieved.

The first phase of the Bastogne battle was over. Three divisions were aligned against the paratroops in the town. The advance schedule did not allow for the reduction of strongpoints by mechanised forces and consequently the 2nd Panzer and the bulk of the Panzer Lehr began to flow around Bastogne leaving the 26th Volksgrenadiers to mop up. The 116th Panzer Division which had become the de facto spearhead of the entire offensive was poised to cross the Ourthe River north of Bastogne when the bridge they were about to cross was blown. Had they got across they would have been opposed by only a few engineers. The way to the Meuse would have been open. As it was, the Division was forced to take a long detour to the north. Here they were opposed by CCR of the 3rd Armoured Division.

The delay to the panzers gave time for the 560th Volksgrenadiers to move up to the front alongside them.

To the south of Bastogne the 5th Fallschirmjager Division moved to surround Bastogne from the south. Elsewhere on the Seventh Armee front progress was slow or non-existent. Two U.S. combat commands had been shifted into the path of the German advance and in places these tanks even regained ground.

By the end of the 20th there was a command crisis in Bradley's 12th Army Group. Headquarters was on the southern flank of the salient and control had largely been lost with those troops on the northern flank.

Consequently Eisenhower transferred control of the bulk of Hodges' 1st Army to Montgomery. Ike hoped by this move to draw British reserves into the fight and take some pressure off the Americans. What he gained was bad feeling between U.S. and British commanders. Within a few minutes of arriving at Hodges' HQ Monty had succeeded in offending everyone present.

Eisenhower did, however, get his reinforcements, in name anyway. XXX Corps was to be moved up to the Meuse as a second line of defence. There were to be no British lives risked, but if a real disaster threatened, the Brits were to be ready to play the role of the cavalry and come to the rescue of their unfortunate allies.

Free Ride
Morale seems high amongst these fallschirmjagers, again on Tiger 222

By the morning of December 21st the 2nd Panzer Division was across the Ourthe and would have been across the Meuse by that afternoon had it not been for one thing; they were out of fuel. The Division did not resume its forward movement until late in the day.

In the north the 12SS Panzer Division assaulted the 1st U.S. Division and was repulsed with heavy losses. A similar advance by the 3rd Panzergrenadier Division met a like fate.

Kampfgruppe Peiper was still isolated from the bulk of the German forces and, under constant attacks, its perimeter was shrinking fast. The 9SS Panzer Division attacked just north of St Vith in an attempt to break through and create a new spearhead for Sixth SS Panzer Armee. This attack was repulsed the same as the others.

As German units both north and south of St Vith pushed westward the American hold on the town became increasingly tenuous. On the night of the 21st, after taking heavy casualties, the 7th Armoured Division pulled out of St Vith. Even so, the area west of St Vith was still in danger of becoming a pocket. It was only lack of fuel that prevented the 2nd SS Panzer Division from driving north to complete the encirclement.

St Vith had held for six days and had put the Germans three days behind schedule. It had given the Americans enough time to bring up reserves and halt the one German breakthrough in the northern sector.

On the 21st and 22nd of December the 116th Panzer Division made steady progress west against increasingly stiff opposition. The impetus of the spearhead was dying away as units were rushed in to extend the northern shoulder of the "Bulge". The 84th Infantry Division was moved up and placed squarely across the German line of advance, defending the major highway to the Meuse.

With the 101st Airborne firmly ensconced in Bastogne, the Panzer Lehr Division moved south around the town and continued westward towards the Meuse. The encirclement of Bastogne was complete. The 26th Volksgrenadiers could now begin to reduce the pocket. Initial attacks made ground but were costly to both sides. It became clear that the town was going to take several days to capture. In the meantime all supplies to the lead German units would have to take a circuitous route via backroads around Bastogne. This meant more delay for the Germans and gained more time for the Americans to seal off the breakthrough.

As Patton prepared his counteroffensive from the south, Brandenberger's Seventh Armee prepared to defend its gains. A request for reinforcements was met by the release of the 79th Volksgrenadiers and the elite Fuhrer Grenadier Brigade.

Patton had a series of objectives for his 22nd of December counterattack. Firstly he had to feed units into the line facing Seventh Armee to shore up the exhausted defenders of the shoulder. The first of these units was the 5th Infantry Division.

Patton's second and third objectives were to relieve Bastogne and to cut off the German spearhead. To achieve this he attacked with one armoured and two infantry divisions. Steady progress was made against tough opposition and Patton ordered the attack to continue throughout the night.

As Third Army's attack continued the final decision was made by Montgomery to retire from the positions around St Vith. Although the commanders on the spot argued with the decision it was agreed to by General Hodges. The position, which had become known as the "fortified goose egg", contained around 20, 000 men. Withdrawal was not going to be a simple affair.

Inside Bastogne the 101st were cut off from outside supply. Ammunition was running low and, knowing this, General von Luttwitz called on the Americans to surrender. Hearing of the offer General McAuliffe's response was "Aw nuts". After some discussion this became the official response and a letter was drafted which read- "To the Ger-

Shermans in the Snow
These tanks of 40th Battalion, 7th Armoured Division are in position defending St Vith.

man Commander: NUTS! The American Commander". When this was handed to the Germans they were confused about its meaning. Colonel Harper of the 327th Regiment explained "If you don't understand what NUTS means, in plain English it is the same as 'Go to Hell'. And I will tell you something else: if you continue to attack, we will kill every goddamned German who tries to break into this city".

On the morning of the 23rd the German spearhead was poised to push over the Meuse near Dinant. One factor changed that morning altering the entire nature of the Ardennes battle. The weather cleared allowing the Allied air forces to gain control over the battlefield. The Luftwaffe flew 800 sorties on the 23rd but was overwhelmed by the Allies who flew thousands.

The Face of War

The air cover came just in time for the defenders of Bastogne who received tons of supplies from the air. Also grateful were the forces retreating from the St Vith pocket. It was late afternoon before the air activity died down and the 2nd SS Panzer Division could start an attack to seal off the retreat path. Even allowing for their late start the fresh division sliced into the American line and made significant gains. Not significant enough, however, to prevent the successful retirement of the bulk of the occupants of the "fortified goose egg".

Throughout the 23rd and 24th the 2nd Panzer and the Panzer Lehr pushed west towards the Meuse. On the 24th advance elements of the 2nd clashed with the British 29th armoured brigade.

On Christmas Eve the lead elements of the U.S. VII Corps came up on the right flank of the northern shoulder. Montgomery expected the lead two divisions to assume a defensive role but General "Lightning Joe" Collins had earmarked his elite 2nd Armoured division to cut off the German spearhead.

At Bastogne the attacks continued with little to show on either side except casualties. Patton's 4th Armoured Division got closer to relieving the paratroopers but were being forced to fight all the way. The 80th Division was stopped dead by the fresh Fuhrer Grenadier Brigade and 79th Volksgrenadiers. On the German side the prospects of breaking into the town were raised by the arrival of the 15th Panzergrenadier Division.

All thoughts that Sepp Dietrich may have had about a renewed breakthrough north of St Vith must have evaporated on the evening of the 24th of December as the 800 survivors of Kampfgruppe Peiper staggered back into German lines. Most of their heavy equipment had been abandoned.

As Christmas Eve passed into Christmas Day the 2nd Panzer Division was three miles from the Meuse. It was meant to have been supported by the 9th Panzer Division, but lack of fuel and American air interdiction saw that formation bogged down well to the rear.

General Joe Collins was in little doubt that Montgomery would refuse his request to attack with the overstrength 2nd Armoured so he simply didn't consult his conservative superior. Collins had intelligence reports that the Germans were experiencing extreme supply problems. The 2nd launched an enveloping attack on its German counterpart and pocketed two Kampfgruppes. A counterattack by the Panzer Lehr Division was repulsed and the pocket stayed closed.

The 15th Panzergrenadiers launched an all-out assault on Bastogne on Christmas morning. The first line of defence was pierced and the attack was only halted by a second defensive line on the outskirts of the town. South of Bastogne Patton was bogged down in front of the stubborn 5th Fallschirmjagers. Swinging CCR of the 4th Armoured Division around the western flank of the main fighting he found a largely unguarded road. The attack was pressed into the night, gaining considerable ground.

Patton also commenced an attack at the base of the salient with 4th and 5th Divisions. The Germans were forced to pull back from Echternach across the Sauer River. In one day the Americans had rubbed out the bulk of Seventh Armee's gains for the entire battle.

Further withdrawals west of St Vith stabilised the American line along the northern shoulder. The two divisions of IISS Panzer Korps fought their opponents to a standstill in some of the most desperate fighting of the campaign. In fact most of the U.S. commanders on the ground were reticent about retiring but were ordered to do so by Montgomery. On top of his retrograde movements Montgomery confidently told Patton that 1st Army would be unable to attack for three months. He was evidently unaware of the successful counterattack taking place on his right flank at this very moment.

9th Panzer Division arrived at the tip of the bulge on the 26th in time to join with Panzer Lehr in another abortive attempt to rescue the trapped elements of 2nd Panzer. With the failure of this assault the men of VII Corps were free to reduce the pocket which they largely succeeded in doing by the end of the day.

The other pocket, Bastogne was finally relieved in the late afternoon of the 26th. CCR of the 4th Armoured had pushed through to the town but had

suffered extreme casualties. The two latest divisions stripped from Third Army front, the 35th and the 6th Armoured were detailed to expand the corridor and hold it open. 5th Fallschirmjager was on the point of collapse and it appeared as if the entire southern front was about to burst open.

The Germans could not compete with the Allied mastery of the air. 3,500 planes were flying multiple sorties every day and as well as being unable to move troops and supplies the average German soldier was losing morale fast under constant aerial bombardment.

With the relief of Bastogne and the destruction of the 2nd Panzer Division it was clear to the more capable Allied commanders like Patton and Bradley that the Germans had shot their bolt. The time to counterattack was the present and the attacks should be at the base of the salient in order to nip off the entire bulge. Eisenhower, however, was swayed by the pessimistic arguments of Montgomery and Hodges and settled on a compromise plan. In this plan attacks would be made half way up the bulge, from Bastogne, now a salient of its own, and from an equivalent area on the northern side of the bulge.

Without knowing the Allied intentions Hitler coincidentally ordered most of his armoured divisions to concentrate around Bastogne. Having finally accepted that the operation was a failure Hitler petulantly decided that the defenders of Bastogne must be wiped out to a man.

All along the line German commanders decided on the 27th to suspend offensive operations. The exception was at Bastogne where the Fuhrer Begleit Brigade, just arrived in the area, launched an assault on the corridor into the town. The assault was repulsed but Hitler demanded more attacks and formed a new Korps, with the sole job of taking Bastogne.

Patton committed the 4th Armoured Division to keeping communications open with Bastogne but moved his other reserve units further east. In the area just to the east of Bastogne fresh infantry divisions made gains, pushing back the tired units of Brandenberger's seventh Armee.

By the 29th of December Hitler had formed an ad hoc army purely for the purpose of reducing Bastogne. Von Luttwitz, whose XLVII Panzerkorps had made the deepest penetration was made commander of Armeegruppe von Luttwitz. On that day five divisions attacked the Bastogne corridor. The crucial Bastogne-Arlon highway was cut for a time before being recaptured by American armour. The raw U.S. 11th Armoured Division took heavy casualties but was able to throw back the more experienced Germans.

The attacks continued for the next few days with both sides losing heavily. The one result of all the fighting around Bastogne was that Hodges 1st Army had a chance to take replacements and recover from the constant fighting of the last two weeks.

Eisenhower was no doubt regretting his decision to put American troops under Montgomery. The British commander had sent Ike a letter demanding to be made supreme land commander in north-west Europe. Eisenhower was furious and was intending to write to the combined chiefs of staff giving them a choice of him or Monty. In the end Montgomery's chief of staff persuaded his boss that it wouldn't be Ike who was sacked and Montgomery signed a prepared letter of apology. Hence Hitler's professed aim of splitting the Anglo-American alliance was nearly realised, though not in the way he envisaged.

On January 3rd Montgomery was finally persuaded to attack along the 1st Army front north of Bastogne. For the first time British units came into action as the 53rd and 6th Airborne Divisions attacked the nose of the salient.

Despite the general advance to the north the Germans continued to attack Bastogne, this time frontally attacking the town itself. In a battle which drew praise from each side for the other the panzers were finally thrown back. A counterattack by the 17th Airborne Division ran into prepared positions manned by the Fuhrer Begleit Brigade. The horrendous casualties which followed shook most of the U.S. commanders. The Germans were down, but they were certainly not out.

There was to be one final German attack on Bastogne, by the fanatical children of the Hitler Jugend Division and the veterans of the 15th Panzergrenadiers on the fourth of January. It was another bloodbath, with nothing to show for the attack but a huge butchers bill on either side. This was to be the last German attack of the Ardennes Offensive.

From January 5th to 11th the Allies pushed slowly forward with the Germans doggedly giving ground. Both sides looked to be settling in for an agonising battle of attrition before the Soviet winter offensive forced Hitler to

von Luttwitz
The commander of XLVII Panzer Korps and one of the most capable German generals in the Bulge.

pull men out of the Ardennes for the eastern front. The sixth SS Panzer Armee was to be pulled out of the line.

Against diminishing resistance the Allied advance picked up pace with units of 1st and 3rd Armys linking up near Houffalize on the 16th. Eisenhower used this as an excuse to remove 1st Army from Montgomery and return it to Bradley.

Having fulfilled Eisenhower's orders Patton changed the axis of his advance. Rather than turning east from the junction he began attacks at the base of the remaining salient in an attempt to pocket what remained of the German forces in the Ardennes.

By the 22nd, with continued withdrawal of units for the east front the German position was deteriorating. Hitler uncharacteristically allowed his forces to pull back to the Westwall. With morale at rock bottom what was planned as an orderly retreat became a rout. It took until January 28th before the bulge was finally erased.

The Battle of the Bulge started as a great breakthrough of the type that had given Germany victory in 1940. This time, however, the opponents were tougher and had an overwhelming material superiority. The failure of the offensive was predicted by both von Rundstedt and Model, the men responsible for executing it. A Blitzkrieg required an efficient supply network and air superiority. The Germans had neither. The Allied air power made delivery of the meager supplies available almost impossible.

Both sides lost around 80,000 men in the Bulge. More importantly for the German war effort, their tank losses amounted to nearly 25% of total stocks. Ten percent of all Luftwaffe planes had been lost and 700 irreplaceable pilots were gone.

The Ardennes destroyed Germany's last reserves of manpower, munitions and fuel. After the Battle of the Bulge Germany was no longer capable of offensive action. The Western Allies, however, were not in a position to quickly exploit Germany's weakness. Infantry losses had been extreme and supplies that had been stockpiled for the assault on Germany had been consumed in the Ardennes.

The Russians were the only protagonist able to take real advantage of the German weakness brought on by the Battle of the Bulge. They launched their winter offensive against a paperthin defence and were spectacularly successful. It was they who ultimately gained the most from Hitler's last gamble.

Credit where credit's due

The Bastogne scenario was created by Ian Trout and Roger Keating and was part of the original *Battlefront* game for the Apple II and Commodore 64. The St Vith scenario was created by Steve Ford who is also responsible for the spiffy graphics in both scenarios. The article accompanying the scenarios was written by Stephen Hand.

CREATING THE SCENARIOS

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in any of the *Battlefront Game System* manuals.

Note that if you are building up the scenario on an IBM/Tandy version of the game, there are a couple of additional data entries to be made. These are noted where applicable. Furthermore, there is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics. Issue 14 of *Run 5* contains a detailed guide on the use of "full map" graphics on the IBM.

Macintosh users should follow the instructions in their game manual. In Issue 15 of *Run 5*, there is a detailed guide on WarPaint™ for Macintosh users. Most of the hints for Macintosh users are applicable to IIGS and Amiga users.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store the scenario in any unused save-game location. Select <CLEAR> from Menu J and erase both map and data. Save again in the same location. This procedure prepares the template on which we will build the Sicily scenario.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary.

If possible, we recommend you prepare this scenario with any of the *Halls of Montezuma*, *Panzer Battles*, *Rommel* or *MacArthur's War* master disks. If you are using the earlier *Battlefront* or *Battles in Normandy* master disks then a few variables will have to be omitted. These are noted in the text. Note that these restrictions apply only to Apple II and C-64 users.

Corps Details [5.31]. Enter the data from the Briefing table.

Scenario Details [5.32]. Enter the data from the Briefing table. Ignore the Century, Climate, Brittleness and Night Capable variables when using the BF/BIN master disks.

Map Size [5.11]. Enter the data from the Map Size table.

Define Terrain [5.12]. Enter the data from the Terrain Effects Chart. If you are using a HOM/ROM/MW/PZ master disk on the AII or C64 or any IBM, Mac or IIGS master disk, you can use WarPaint™ to create the customised terrain icons of your choice.

Define Miscellaneous Factors [5.13]. Enter the relevant factors from the Mis-

cellaneous Factors table and the appropriate part of the Terrain Effects Chart.

Create Map [5.14]. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex as advised above. Note that in the Bastogne scenario all hexes begin the game under Allied control.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Equipment Roster [5.22]. Enter the data from the Equipment table.

Troop Creation [5.21]. Enter the data from the OB charts into the appropriate locations.

Objectives [5.23]. Enter the data from the Objectives table. Note there has been an additional variable introduced into the Objective data base in *Rommel* (IBM), *Halls of Montezuma* (Mac, IIGS, Amiga) and *Panzer Battles* (all versions). Objectives which have a senior HQ assigned to them may be designated as defensive objectives. Only the specified senior HQ will be affected by this condition and it operates only while the objective is under friendly control. A junior HQ from the specified senior HQ will be despatched to the objective and will defend it as long as the time reference applies.

Note that the movement mechanics in the IBM/Macintosh/IIGS/Amiga versions are more efficient than those in the AII/C64 versions and this may slightly alter play balance.

Minor Combat Effects (IBM, Mac, IIGS, Amiga and *Panzer Battles* AII/C64) [5.33]. For the Bastogne scenario, the Fort Enhancement values are 2 (Axis) and 2 (Allied). The City Enhancement values are 0 (Axis) and 0 (Allied). The General Enhancement values are 5 (Axis) and 5 (Allied). For the St Vith scenario, the Fort Enhancement values are 2 (Axis) and 2 (Allied). The City Enhancement values are 0 (Axis) and 0 (Allied). The General Enhancement values are 5 (Axis) and 5 (Allied). AII/C64 and Mac users may wish to experiment with play balance by altering the general enhancement values. Note that C64 users will need the *Panzer Battles* master disk or the complimentary *Battlefront System* master disk given out to C64 disk subscribers with Issue 14.

Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics, or using the first edition of *Halls of Montezuma*, can create the scenario using the advice given above.

IBM users with EGA or VGA cards and the *Rommel* (or subsequent) master disk have access to our "full-map" graphic routines. When creating the map or the unit icons, you must first disable the "full-map" graphics. To do this, run the program as rom f which will bypass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" *WarPaint*™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

For a detailed description of the procedure, read the article in Issue 14.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The *Battlefront System* program reads the size of the .lbm file on loading and adjusts the *WarPaint*™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

A NOTE ON THE GAME SYSTEM

In contrast to most board games, movement allowances are expended after a unit has moved into a hex; i.e. provided at least 1 MP remains, a unit will always move one hex. Only the *Battlefront Game System* handles movement this way. Our other games all require a unit to have the full cost of moving into a hex available before they can move into it.

PLAYER'S NOTES

BASTOGNE

U.S.A.

You have the job of holding on till the cavalry arrives. There are two lots of "cavalry" in this scenario, the 101st Airborne and the tanks of Patton's 4th Armoured Division. Until the 101st arrive you must block all the roads into Bastogne. The 101st should be moved at maximum speed into Bastogne and should be able to hold out until the 4th gets there. The 4th should first link up with the 101st and then work around the German's southern flank inflicting as many casualties as possible.

Germany

You have one real chance to take Bastogne, that is before the 101st Airborne get there. Drive like hell and completely disregard your supply and fatigue situations. Overrun the initial defenders and get strong forces into Bastogne. Allow your units to flow around the 101st to the north and south. Try to have a defensive perimeter inplace to stop Patton when he comes on. Hold on for all you are worth and

even if they retake Bastogne you should have enough points to win the game.

ST VITH

U.S.A.

You have some good defensive positions which should be able to hold out for some time. Pull back slowly with your unentrenched units and try to keep them from being encircled. As your tanks come on they will need to oppose Kampfgruppe Peiper's end run from Bullingen. Whoever holds St Vith at the end of the day will win the game. Make all other concerns subordinate to this.

Germany

You must take St Vith to win and you must hold it. Your best chance to achieve this is to send Kampfgruppe Peiper via Bullingen. Whilst they may take St Vith you need to break through all the other U.S. defences to be sure of having strong enough forces to hold the town. Keep the pressure on all along the line and it will give way in time for you to support your SS boys in St Vith ◆

LETTERS
Continued from p. 4

Finally, in response to your question of quite a while ago - yes, I would be interested in seeing other European battles of the time published in Run 5 for the Decisive Battles system. Thank you for the countless hours of pleasure (and occasionally frustration!) that your games have given me. By the way, it's good to see an Australian company producing and exporting world class products.

Yours Faithfully

Clayton Oxley

Australian Defence Force Academy

A.C.T., Australia

Continued on p.42

Infantry Attacks
Continued from p. 3

not expect millions of men to advance without a great deal of confusion.

In one episode during the invasion of France, Rommel was sent to reconnoitre in front of his battalion. He returned, only to find that the battalion had moved off to the right. Attempting to rejoin his battalion, Rommel was approached by four companies whose officers had been killed. Taking command, Rommel moved his force into a gap in the line and was relieved of his new found command by the colonel of another regiment. By the time Rommel found his battalion he had gathered up another 100 stragglers.

The scene is one of utter mayhem, the only reason that the Germans could achieve anything was that the French were as confused as they were.

Ultimately the two sides dug in and the fighting died down. Rommel is quick to impress upon the reader the effect on troops in the open of artillery. It is artillery, far more than small arms, that forced men into the ground.

In the early days of trench warfare, raids were relatively easy to carry out. A disciplined group could get into an opposing trench at night and create havoc before retreating. The thing that changed this was wire. Barbed wire made the trench raid a far more time consuming and dangerous process. Rommel carried out a raid on French trenches in which he and his wire cutting detachment spent hours only a few meters from the enemy sentries.

The only way to cut the wire for a major attack was with artillery. This gave patchy results and inevitably groups of soldiers would advance to find uncut wire. The enemy could not be everywhere, however, and in one major attack on a French position Rommel found and exploited a gap in the wire. Another problem in trench warfare was that forward positions could not be heavily manned as this simply increased artillery casualties. Upon finding that an enemy had penetrated their trench, the Frenchmen facing Rommel fled and in pursuing them vigorously Rommel was shielded from being fired on by the second and third lines.

Enterprising infantry commanders could regularly pierce enemy positions in this way. At this point, however, reserves had to be brought up to exploit the breach. The lack of radio communication made this a time consuming and sometimes impossible task. The defenders on the other hand had artillery ranged onto their own trenches in case of their capture and could rapidly shift reserves to counterattack. Rommel made a point of not occupying enemy positions, a decision that saved his men from bombardment.

Because of his successes, Rommel was posted as a captain to the newly formed Wurttemberg Mountain Battalion. In late 1916 this unit was transferred to the Romanian front. The war was more mobile on this front. Wire was scarce and trench lines regularly changed hands. The opportunities for an enterprising officer were great.

The great enemy of an infantry commander in semi-open warfare is ignorance. Rommel always had better intelligence than his opponents because of his vigorous patrolling and reconnoitring. Once a position was penetrated it was expected that elite units like the Mountain Battalion would infiltrate deep into enemy territory. Here it was found that the Romanians were commonly lax in their security and could often be captured without a fight.

The ability of small units to surprise and capture large ones astounded me. Repeatedly Rommel had whole units surrender to him on the spot by getting the drop on them. It undoubtedly boils down to a question of morale. It does not matter that the large unit could pick up their weapons and ultimately

Continued on p.42

The Battle of Kernstown

"A Bloody Nose for Jackson"

March 23rd 1862

A Scenario for the Decisive Battles Game System

by Stephen Hand

Stonewall Jackson has a deservedly brilliant reputation based on his Shenandoah Valley campaign of early 1862. His rapid and purposeful manoeuvring along interior lines, and his consequent defeat of several numerically superior Union forces is in stark contrast to the uninspired movements of the outclassed Federal commanders. The valley campaign, however, did not open as auspiciously as Jackson might have wanted. His first battle as an army commander, Kernstown on March 23rd, was badly botched. But the moribund Union command failed to press their advantage. Jackson got away relatively unscathed and his mere presence created a confusion amongst Union leaders far outweighing any material effect that he could, in his wildest dreams have imagined.

Thomas Jonathan Jackson, an undistinguished lecturer at the Virginia Military Institute came to prominence as the man responsible for the Confederate line holding at First Bull Run. "There is Jackson standing like a stone wall". These words, uttered by General Bee gave Jackson and his brigade their famous nickname.

Jackson was promoted to Major-General soon after the battle and was given command of the Valley District, one of three districts in Joseph E. Johnston's Department of Northern Virginia.

The Shenandoah Valley was of vital strategic importance in the Virginia Theatre for a number of reasons. Sheltered between the Blue Ridge Mountains to the east and the main body of the Appalachians to the west the Shenandoah is a highly fertile region. The strong secessionist views of the inhabitants of the Shenandoah made the Valley an important food source for the Rebel armies in Virginia as a whole.

The main importance of the Valley, however, was as a semi-protected highway into the heart of Union Maryland. Its northern end was well north of Washington. As such, the possibility existed of the Shenandoah being used as a route by which Confederate forces could cut off supply to Washington or even attack the capital from the rear. The fact that Jubal Early succeeded in doing this in 1864 showed that there were some foundations for the ever present fear felt in Washington.

The Valley could equally have acted as an invasion route of the South, though not with the same effect. A Union force debouching from the southern end of the Shenandoah would still be north of Richmond, but could well find itself between the Confederate Capital and an army protecting the northern approaches to the city.

All these factors combined to make the Shenandoah Valley prime real estate for both the Union and the Confederacy. It was inevitable that armies from both sides would contest the Valley.

Jackson was initially given only 1500 militia with which to oppose whatever numbers the Union might send against him. Jackson requested more men and was promptly sent them. He received the Stonewall Brigade, now under Garnett, Ashby's cavalry and 6000 men under Brigadier General Loring. These latter had just been defeated by George B. McClellan in Western Virginia and were demoralised, as well as being poorly officered to start with.

With around 10 000 men Jackson moved north up the Shenandoah. Reaching the Potomac he destroyed a dam on the Chesapeake and Ohio Canal and moved west along the River. Reaching the town of Bath, Jackson turned south. Romney was captured without a fight, interposing Jackson between the Federal troops in Maryland and Western Virginia.

Jackson decided to place Loring's Division into winter quarters around Romney, a bleak and desolate town. Loring objected to this and petitioned the Secretary of the War Office to allow him to move to a more hospitable area. In the face of all military principles the Secretary agreed to Loring's request and, without Jackson being informed, Loring began moving his men. Jackson was furious! He immediately resigned his commission, only relenting when Joe Johnston and Governor Letcher of Virginia persuaded the Secretary of War to write Jackson an apology.

On March 7th 1862, Johnston withdrew his forces from Manassas to positions south of the Rappahanock. He was probably influenced in his decision by the concentration opposite Harpers Ferry of Banks' V Corps, over 20 000 men of all arms. Outnumbering Jackson by 5 to 1, Loring's Division having been transferred out of Jackson's command, it was reasonable to think that Banks

"Stonewall" Jackson
A religious zealot and a mediocre tactician, he was nevertheless one of the finest operational commanders of the Civil War.

might simply overwhelm the small Valley army. This would put Johnston in an untenable situation.

On March 11th the expected advance began. The following day Banks occupied Winchester unopposed. Jackson fell back to Strasburg and awaited the next Union movement. This occurred on the same day that McClellan's army began embarking for the Peninsula, the 17th of March. Banks detached the 9000 man Division of Brigadier-General James Shields south down the Valley. Shields advanced into thin air. Jackson retreated in front of the Federal advance, leaving only Ashby's cavalry to hold up the advance.

Half way down the Valley, at Woodstock, Shields halted his advance, having encountered only light cavalry skirmishing. He informed Banks that the Valley was clear of Confederate troops! Banks did not question his subordinate, after all, he was hearing exactly what he wanted to hear. If he was unopposed then he could begin transferring troops to McClellan and the main operation against Richmond. Banks made plans to march all but Shields' Division east over the mountains to link up with the Army of the Potomac.

Jackson could not allow this to occur. He advanced north again and at 4 PM on the 22nd of March Ashby's cavalry came into contact with Union forces just south of Winchester. Ashby was well equipped with artillery pieces and commenced a bombardment of Federal positions, followed by vigorous skirmishing with his cavalry. As Shields came up with reinforcements he was wounded and soon after this Ashby retired.

During the night Colonel Kimball, commanding Shields' 1st Brigade was ordered to pursue Ashby at first light on the 23rd. This order was duly carried out with the consequence that skirmishing commenced again at dawn. Ashby had been reinforced with some infantry and was able to swap long range volleys with Kimball's men until the Union advance compelled them to retire at about 8 AM Kimball occupied Pritchard's Hill just to the north of Kernstown and awaited further developments from this strong position.

Ashby had reported back to Jackson as the latter brought his three infantry brigades onto the field that the Union forces opposing him numbered no greater than 3000 men. That was probably accurate, the only problem being that neither Jackson nor Ashby realised that Shields had two brigades of infantry that had not been committed to the action of the previous day. In all Shields had 7000 men with which to oppose Jackson's 4200.

Sullivan's Brigade had been moved up during the morning to take position on Kimball's left. Word was received from Shields to Kimball (now in command on the field) to advance at once. Kimball pointed out the enemy infantry deploying on a ridge south of the town to the messenger and bade him return to Shields with this information.

While the messenger was away, Jackson pushed forward some of his regiments, forcing the Union skirmish line back onto its main body. These regiments were in turn forced back, Jackson contenting himself with a return to his defensive positions south of Kernstown.

At 10 AM Shields sent back his messenger, informing Kimball, not simply to advance, but exactly how to advance. One can imagine Kimball's reaction to this direction of the battle from the bedside. In a masterful understatement he later wrote that "Convinced that the General did not comprehend the situation... I determined to remain on the defensive..." Shields reacted by bringing up Tyler's Brigade, although at the time of Jackson's main attack this was still some distance from the battlefield.

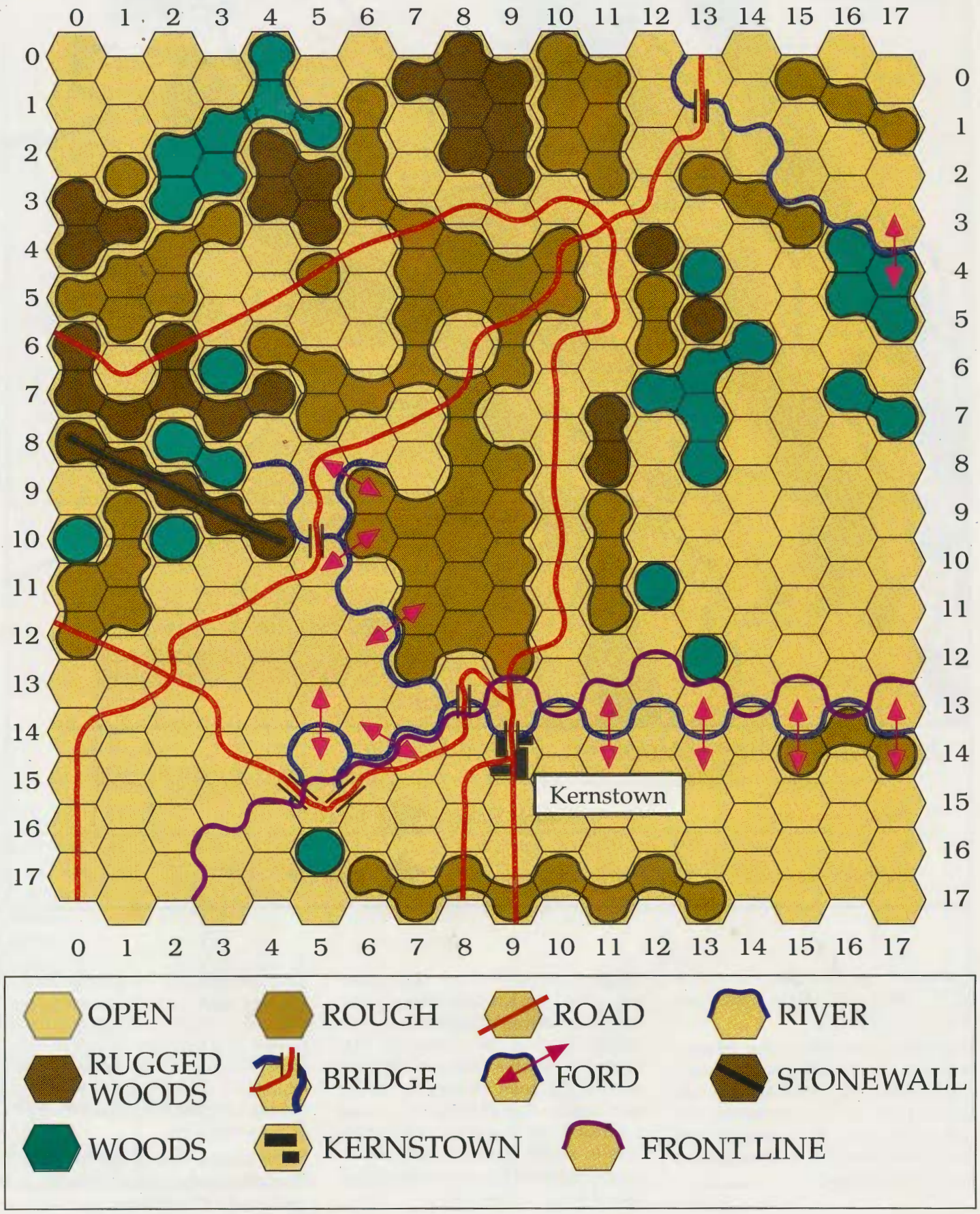
By 1 PM Jackson had his entire force on the field and surveying the scene in front of him he determined to attack. Concluding that the Union positions were too strong Jackson decided on a flank attack with the brigades of Garnett and Fulkerson while Burk and Ashby demonstrated in front of Kernstown. This movement commenced at 2 PM and while a savage firefight took place in front of Kernstown, Garnett and Fulkerson moved around Kimball's flank to positions behind a stone wall running northwest-southeast.

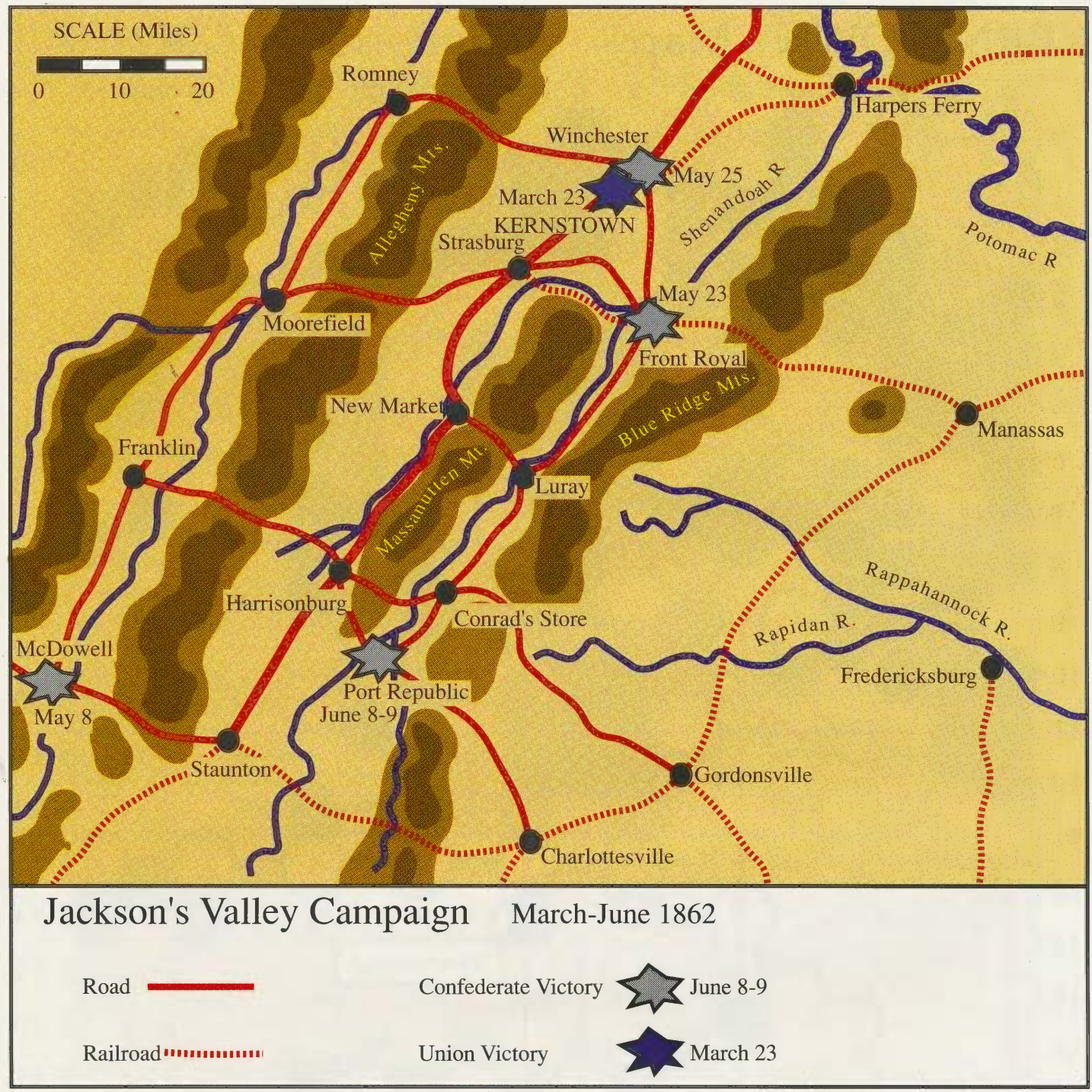
As Kimball saw the flank move begin to develop he ordered Tyler's Brigade to move to the same stone wall. The Confederates reached the position first and sent out skirmishers before advancing beyond the wall. The skirmish line was thrown back by the advance of Tyler.

For several hours a battle raged over possession of the stone wall. The Confederates were unable to advance beyond the obstacle but were able to prevent the Union from advancing.

During this battle both commanders brought up reinforcements, Burk and Kimball's Brigades disengaged from their firefight in front of Kernstown and reinforced their respective sides at the stone wall. Sullivan's Brigade

KERNSTOWN - Map





moved to cover the positions vacated by Kimball and skirmished with Ashby's cavalry.

While both sides had three infantry brigades, the Union brigades were much larger than their Confederate counterparts and consequently in the fight at the stone wall Jackson's men were slowly forced back through sheer weight of numbers.

The decisive point came when three regiments from Kimball's Brigade and two from Sullivan's launched a coordinated assault on the stone wall. This came as Garnett's Stonewall Brigade was on the point of running out of ammunition. At 6 PM Garnett ordered a retreat, in contravention of direct orders to stand. His retrograde movement uncovered Fulkerson's flank and forced him to follow suit.

The Confederates were badly beaten but they had managed to hold on to nightfall, preventing a Union pursuit. Jackson had no choice except to retire during the night. The Southern losses totalled 718, or nearly 20% of their force. Shields' Division lost 590, less than 10% of their numbers.

If one looks simply at the battle itself there is no way to get around the fact that it was a Confederate defeat. If one

UNION FORCES

Shield's Division

Col. Nathan Kimball

Kimball's Brigade

14 Ind. (14I; 550 inf, 3 guns), 8 Ohio (8Oh; 250 inf, 3 guns), 67 Ohio (67O; 550 inf, 3 guns), 84 Pa. (84P; 550 inf, 3 guns)

Sullivan's Brigade

39 Ill. (39I; 550 inf, 1 gun), 13Ind. (13I; 550 inf, 1 gun), 5 Ohio (5Oh; 550 inf, 1 gun), 62 Ohio (62O; 550 inf, 1 gun)

Tyler's Brigade

7 Ind. (7In; 550 inf, 2 guns), 7 Ohio (7Oh; 550 inf, 2 guns), 29Ohio (29O; 550 inf, 2 guns), 110 Pa. (110; 450 inf, 1 gun), 1W. Virg. (1WV; 450 inf, 1 gun),

Brodhead's Brigade

1Pa. (1Pa; 100 cav, no guns), 1W. Virg. (1WV; 200 cav, no guns), 1Mich (1Mi; 200 cav, no guns), 1 Ohio (1Oh; 100 cav, no guns), Mass. Ind. (MI; 200 cav, no guns),

CONFEDERATE FORCES

The Valley Army

Maj-Gen. Thomas J. Jackson

Attached to Army HQ

Ashby's Rgt. (7Cv; 350 cav, 4 guns)

Garnett's Brigade

2Va (2Va; 350 inf, 2 guns), 4Va (4Va; 350 inf, 2 guns), 5Va (5Va; 450 inf, 3 guns), 27Va (27V; 350 inf, 2 guns), 33Va (33V; 350 inf, 2 guns)

Burk's Brigade

21Va (21V; 350 inf, 2 guns), 42Va (42V; 350 inf, 2 guns), 1st Irish (1Ir; 250 inf, 2 guns),

Fulkerson's Brigade

23Va (23V; 250 inf, 2 guns), 37Va (37V; 250 inf, 2 guns)

looks at the bigger picture, however, one can see why Jackson attacked at Kernstown, and why a defeat there was far more valuable than the inevitability of failure that would have resulted from doing nothing.

Jackson's job was to defend the valley and, what is more important, to tie down as many Union soldiers as he could, thus making the odds more favourable elsewhere in Virginia. Early in the campaign he achieved both aims quite adequately by ducking and weaving in front of Banks' advance.

What were Jackson's options, however, when Banks felt he was able to detach troops from the Valley to join McClellan on the Peninsula? Jackson could have manoeuvred in front of Shields' 7000 men as effectively as he had done in front of Banks' 20 000. This would not, however, have achieved either of his aims. The Union would be neutralising Jackson with barely more men than Jackson himself had and would also have been able to control much of the Valley.

The only way Jackson could retain control of the Valley was by defeating Shields. The only way he could draw Union troops back into the Valley was by convincing the Union commanders that he posed such a threat that more troops were required to defeat him. There was only one way that Jackson could satisfy both these criteria and that was by attacking Shields. Once he had come to that conclusion there was no point in putting off the inevitable battle.

Jackson did not defeat Shields. Neither army was destroyed at Kernstown and so control of the Valley was still in doubt. But what of Jackson's other objective, to tie down as many of the enemy as he could. Shields could not conceive of Jackson having attacked him with an inferior force. It made no tactical sense. The conclusion that Shields came to was that Jackson must be as strong as he himself was. He immediately went onto the defensive and cabled Banks for the return of some of the recently departed regiments.

The division left at Harpers Ferry to block the northern end of the Valley was sent to reinforce Shields. A division earmarked for the Peninsula was removed from McClellan's army and sent to Western Virginia. Most significantly McDowell's 40 000 strong I Corps at Fredericksburg was removed from the Army of the Potomac and forced to stay on the defensive in order to protect Washington. That job was to have been done by Banks, leaving McDowell free to advance on Richmond from the north. A few weeks after Kernstown Joe Johnston was having trouble finding enough men to oppose McClellan on the Peninsula without having to

Armies

SIDE	N/S	SOUTH	NORTH
COMMANDER	[9]	Jackson	Kimball
SECOND I.C.	[9]	-	-
ARMY I.D.	[11]	Army of the	Shields'
	[11]	Shenandoah	Division
MAP LOCATION	(x,y)	7,17	13,0
ARRIVAL	0-95	1	0
OFF. OBJ. #1	0-23	3	0
OFF. OBJ. #2	0-23	5	0
DEF. OBJ. #1	0-23	0	3
DEF. OBJ. #2	0-23	0	2
MOVEMENT	0-15	12	9
STAFF	0-7	5	4
STRENGTH	0-7	1	3
LEADERSHIP	0-7	5	3

KERNSTOWN - Brigades

UNIT NUMBER	1-127	1	2	3	4	5	6	7	8	9	10	11
UNIT I.D. (Full)	[9]	2Va	4Va	5Va	27Va	33Va	21Va	42Va	1st Irish	23Va	37Va	Ashby
UNIT I.D. (Abbr)	[3]	2Va	4Va	5Va	27V	33V	21V	42V	1Ir	23V	37V	Ash
UNIT SIZE	[3]	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt
MAP LOCATION	(x,y)	10,17	10,17	11,17	11,17	9,17	13,17	14,17	16,17	7,17	8,17	12,13
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	1	1	1	1	1	2	2	2	3	3	0
ARRIVAL	0-95	1	1	1	1	1	1	1	1	0	1	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	0	0	0	2
OBJECTIVE	0-23	3	3	3	3	3	1	1	1	3	3	0
SMALL ARMS	0-31	1	1	1	1	1	1	1	1	1	1	2
ARTILLERY	0-31	3	2	4	2	2	1	3	1	3	2	2
TROOP STREN.	0-31	7	7	9	7	7	7	7	5	5	5	7
MOVEMENT	0-15	8	8	8	8	8	7	7	7	7	7	12
BATTERY STR.	0-15	2	2	3	2	2	2	2	2	2	2	4
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	5	5	5	6	4	4	5	5	4	6
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	7	7	7	7	7	5	5	5	5	5	7
REGIMENTS	0-7	1	1	1	1	1	1	1	1	1	1	3
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	64	65	66	67	68	69	70	71	72	73	74
UNIT I.D. (Full)	[9]	14Ind	8Ohio	67Ohio	84Pa	39Ill	13Ind	5Ohio	62Ohio	7Ind	7Ohio	29Ohio
UNIT I.D. (Abbr)	[3]	14I	8Oh	67O	84P	39I	13I	5Oh	62O	7In	7Oh	29O
UNIT SIZE	[3]	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt
MAP LOCATION	(x,y)	8,12	8,11	9,12	7,12	15,9	16,9	15,10	16,10	12,2	12,1	11,3
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	6	6	6	6	7	7	7	7	8	8	8
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	1	1	1	1	1	1	1	1	1	1
ARTILLERY	0-31	3	4	5	2	4	2	3	2	5	5	1
TROOP STREN.	0-31	11	5	11	11	11	11	11	11	11	11	11
MOVEMENT	0-15	7	6	7	6	7	7	7	7	7	7	7
BATTERY STR.	0-15	3	3	3	3	1	1	1	1	2	2	2
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	4	4	3	5	4	4	4	5	4	4
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	2	4	1	5	5	4	4	5	4	4
REGIMENTS	0-7	1	1	1	1	1	1	1	1	1	1	1
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	75	76	77	78	79	80	81
UNIT I.D. (Full)	[9]	110Pa	1WVirg	1Pa	1WVirg	1Mich	1Ohio	Mass Ind
UNIT I.D. (Abbr)	[3]	110	1WV	1Pa	1WV	1Mi	1Oh	MIn
UNIT SIZE	[3]	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt	Rgt
MAP LOCATION	(x,y)	12,3	12,0	14,11	15,11	16,12	14,12	17,11
CORPS	0-15	0	0	0	0	0	0	0
DIVISION	0-39	8	8	9	9	9	9	9
ARRIVAL	0-95	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	2	2	2	2	2
OBJECTIVE	0-23	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	1	2	2	2	2	2
ARTILLERY	0-31	5	1	5	0	0	0	0
TROOP STREN.	0-31	9	9	2	4	4	2	4
MOVEMENT	0-15	6	7	10	10	10	10	10
BATTERY STR.	0-15	1	1	0	0	0	0	0
SHATTERED	0-1	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	4	4	3	3	3	3
COHESION	0-7	7	7	7	7	7	7	7
EXPERIENCE	0-7	2	4	2	2	2	2	2
REGIMENTS	0-7	1	1	1	1	1	1	1
LIKELIHOOD	0-7	7	7	7	7	7	7	7

worry about another 40 000 men advancing from another direction.

So it can be seen that the Battle of Kernstown had results far beyond the immediate loss of life and ground. The timidity of the Union commanders in the face of Jackson's audacity cost them Richmond. Quite possibly it also lost them the chance of a restoration of the Union in 1862.

CREATING THE SCENARIOS

The units of manoeuvre for *Kernstown* are regiments rather than the brigades for which the *Decisive Battles* system

KERNSTOWN - Divisions

DIV. NUMBER	1-39	1	2	3	6	7	8	9
DIVISION I.D.	[9]	Garnett	Burks	Fulkerson	Kimball	Sullivan	Tyler	Brodhead
CORPS	0-15	0	0	0	0	0	0	0
TYPE	0-1	0	0	0	0	0	0	1
ORDERS	0-2	0	1	0	1	1	2	1
OBJECTIVE #1	0-23	3	1	3	2	4	0	4
OBJECTIVE #2	0-23	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	4	4	4	3	3	2
STAFF	0-7	4	4	4	4	4	3	3

KERNSTOWN - Terrain Effects Chart

TERRAIN #	0-31	2	3	4	5	6	7
TERRAIN NAME	[11]	Open	Woods	RuggedWood	Stone Wall	Kernstown	Rough
SIGHTING VAL.	0-7	1	5	8	8	4	4
MOVEMENT	0-7	1	3	6	6	2	4
COVER VALUE	0-7	0	3	4	4	3	2
FORT VAL. (N)	0-7	0	0	0	2	0	0
FORT VAL. (S)	0-7	0	0	0	2	0	0

KERNSTOWN - Objectives

OBJ. NUMBER	1-23	1	2	3	4	5	6	7	8
OBJ. NAME	[11]	Kernstown	Pr'chards H	Stone Wall	Hogg Run	Toll H Hill	Parkins	to Winchest	AbrahamsCk
MAP LOCATION	(x,y)	9,14	8,10	2,9	15,13	9,5	13,1	13,0	17,3
START (N)	1-95	1	1	1	1	1	1	1	1
STOP (N)	1-95	15	15	15	15	15	15	15	15
VPs/TURN (N)	0-255	3	1	1	2	1	1	1	0
VPs AT END (N)	0-255	15	5	10	10	5	5	5	5
MANEUVER (N)	0-15	0	0	0	0	0	0	0	0
START (S)	1-95	1	1	1	1	1	1	1	1
STOP (S)	1-95	15	15	15	15	15	15	15	15
VPs/TURN (S)	0-255	0	5	5	1	5	5	5	5
VPs AT END (S)	0-255	5	25	25	5	25	25	25	25
MANEUVER (S)	0-15	0	0	0	0	0	0	0	0

was designed. References in the game to brigades should be read as regiments and references to divisions should be read as brigades. Each strength point represents 50 men rather than 100 as is usually the case. Turns represent half an hour rather than one hour. Therefore both the numbers of men and the time shown on the monitor will not be correct. Despite all these changes the game system works well and gives a believable result for regimental actions. There are a number of well known battles that would best be represented on a regimental scale so I would welcome any comments that readers might have on *Kernstown*.

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk (or hard disk), we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in the Decisive Battles manual.

There is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics.

Macintosh users should note there are some changes to the numbering system in their design manual and that access to the various design routines is obtained through conventional, pull-down Mac menus.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

Foot Cavalry
A soldier of the 21st Virginia, a regiment in Burk's Brigadewhich fought at Kernstown.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store any of the historical scenarios in any unused save-game location. This procedure prepares the template on which we will build the *Kernstown* scenario.

Hard disk users should note that all they need is enough room on their hard disk to hold the new scenarios. Macintosh users should note that they do not need to use an existing scenario as the template. They can select *New* from the File Menu.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary. Macintosh users should check their WarPlan™ manual for the location of the different design routines.

Title [5c]. There are three lines of text for the title of the scenario:

Kernstown

A bloody nose for Jackson

23rd March 1862

Go back to Menu J and re-save the game in the same location.

Map Size [5a(i)]. The top left sector is 0. The bottom right sector is 4. Macintosh dimensions are 18 x 18.

Define Terrain [5a(ii)]. The accompanying Terrain Effects Chart lists the details of the active terrain types for this scenario. Select (or paint) the icons of your choice to represent the ten terrain types.

Create Map [5a(iii)]. Select the <CLEAR> line from Menu J. Clear the map and the data. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Limits [5b(i)]. Before you can enter the military units for each side, you must set the force limits. The force limits are as follows; corps (8), divisions (6), brigades (64). Apple II and C64 users must also set the artillery weapon limit to 11.

Weapons [5b(ii)]. Consult the Small Arms and Artillery Tables and enter the data as shown.

Forces [5b(iii)]. Edit the North (Union) Army HQ and the South (Rebel) Army HQ as shown in the data tables.

The objectives assigned to the Army HQs will not appear on the screen until after the objective data base has been entered.

Neither side has any Corps in this scenario.

The North has 4 divisions. The South has 3 divisions. Consult the Divisions Table and enter the data as shown.

The North has 18 brigades. The South has 11 brigades. Consult the Brigades Tables and enter the data as shown.

Objectives [5b(iv)]. There are 8 objectives. Consult the Objectives Table and enter the data as shown.

KERNSTOWN - Artillery

ARTILLERY #	1-31	1	2	3	4	5
ARTILLERY I.D.	[11]	6lb S'Bore	12lb How	3in Rifle	10lb Parrot	6lb Rifle
RANGE	0-5	4	5	5	5	5
RATE OF FIRE	0-7	4	4	4	5	5
EFFECT'NESS	0-7	2	3	4	3	2
PENETRATION	0-7	1	2	4	4	4

Scenario Setup [5d(i)]. Enter the following data. Date (23), Month (3), Year (62), Century (18), North Maximum Hex Movement is (6,0,10,0,9), South Maximum Hex Movement is (8,0,12,0,12), neither side is encamped. The entrenchment values (introduced only in Volume II) are 4 for both sides. VP awards are 15 per leader, 3 per 100 men (North), and 15 per leader, 4 per 100 men (South). IBM and Macintosh users should note the combat value for this scenario is 3 for both sides.

Scenario Details [5d(ii)]. This is a one day scenario. Enter the following data for Day 1. The weather is Clear (0), the North is Defensive (0) and the South is Offensive (1), 10am to 11pm are day (3), move (1) turns and 12pm is a dusk (2), End (2) turn. Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics can create the scenario using the advice given above. There is a minor change in the weapons data base. You do not have to set limits for weapons. There is space for 31 weapons of each type.

IBM users with EGA or VGA cards must first create the game map with the "full-map" graphics disabled. To do this, run the program as DB2 f (or DB3 f or DB1 f) which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled. There is a full explanation of "Full Map" graphics in Issue 14.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" WarPaint™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The Decisive Battles program reads the size of the .lbm file on loading and adjusts the WarPaint™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

Brigadier-General James Shields
It was Shields' Division that fought Jackson at Kernstown evn though Shields himself was recovering from a wound in nearby Winchester.

Macintosh users will find no such complications when it comes to creating scenarios. Follow the directions given in the design section of any *Decisive Battles* game manual.

PLAYER'S NOTES

North

You have far more men than Jackson, even if they are not as experienced. Don't allow the Rebs to use their qualitative advantage by concentrating their forces on one portion of your line. If you can bring all your units into action you will win.

Send Tyler towards the Stone Wall and then move to mobilise Sullivan and Kimball. Keep your men in contact with the enemy and they will quickly run out of fresh troops.

South

Your aim is to isolate a portion of the Union army and destroy it. To do this you must concentrate your forces at

KERNSTOWN - Small Arms

SMALL ARMS #	1-31	1	2
SM. ARMS I.D.	[11]	Rifle Mus	Pistol
RANGE	0-1	1	0
FIRE VALUE	0-7	6	1
MELEE VALUE	0-7	6	7

the critical point and leave enough of a screen along the rest of the line to keep the Union boys busy. Your best bet is to break through Tyler as he comes up and threaten the approaches to Winchester while the bulk of the Union army attempts to pin down Burk's Brigade in front of Kernstown ◆

Infantry Attacks Continued from p. 32

have defeated Rommel's men. They were in a position where one offensive move from them would have brought a rain of bullets and grenades, resulting in heavy casualties. Few units are prepared to fight under those circumstances.

Before being sent to the Italian Front, Rommel's battalion was equipped with light machine guns. This increased the firepower of the unit immensely. In Italy the Wurttemberg Mountain Battalion was to be used, along with the rest of the Alpine Korps to spearhead the Tolmein Offensive. This offensive, in a highly mountainous region on the Italian-Austrian border later came to be known to the Allies as Caporetto.

Rommel, in charge of three infantry and one machine gun companies easily pierced the Italian first line which had been subjected to an intense but brief bombardment. The second line, half way up a series of mountains was unaffected by the bombardment and Rommel's detachment came under heavy fire when they reached it. Retiring, Rommel scouted up and down the line and found a section of the defences that he could approach under heavy cover. He promptly surprised the garrison and captured a section of Italian trenches.

In accordance with the principles of infiltration tactics Rommel progressed to the third Italian line. This left the unengaged Italians behind him to be isolated by his, and other infiltration units' forward movements. The third Italian position, along the top of the mountain ridge south of the Isonzo River was very strongly garrisoned and looked capable of holding up the offensive until artillery support could be brought up.

The Rommel detachment moved parallel to the Italian line, moving two kilometres from the point at which another unit was assaulting the Italians. Here they captured an outpost without a shot. Approaching the line they were able to take the Italian garrison by surprise. After all the Italians were two kilometres from the fighting and their outpost had not raised the alarm.

Once into the Italian position Rommel narrowly avoided being destroyed by a heavy counterattack. There were no further attacks and this allowed time for German reserves to come up. Rommel was reinforced and was able to continue his attack.

Under cover of an attack along the ridge Rommel moved his detachment around the flank of the Italian positions, cutting the main supply road to the front. Here he was able to intercept all traffic up the road.

Realising that something was wrong, the Italian reserves in this portion of the line moved up the road into an ambush. After an extended firefight 2000 men were captured by the Rommel detachment.

A complete collapse of the Front was now prevented only by Italian control of Mt Matajur, a commanding peak. This was captured on the third day of the offensive by Rommel after he had outflanked another series of Italian positions. This left the way clear for the Germans and Austro-Hungarians to pour onto the Italian plain, exploiting the total collapse of the Italian line. For these series of attacks over three days Rommel was awarded the Pour le Merite, the highest award that could be given in the German Army.

The basic lessons of *Infantry Attacks* are that intelligence, surprise and flexibility are vital. You must know where the enemy is, you must do what he doesn't expect you to do and you must be prepared to change your plans at a moment's notice because things will not go according to plan.

Infantry Attacks is a delight to read. That Rommel's unbelievable exploits actually happened only makes it more enjoyable. If more British officers had read this book before taking on Rommel's Afrika Korps they might have better understood what they were up against.

Infantry Attacks was written by Erwin Rommel, translated by G.E. Kidde and is published by Greenhill Books of Lon-

LETTERS Continued from p. 32

Dear Stephen

Thank you for giving me a chance to test Warlords II.

I think that Warlords II is good but I find that I can't play on the Macintosh anymore because I've forgotten how to play Warlords I. When I next see you I will tell you some ideas for if you make Warlords III. I think the best things about Warlords II are the 'flags' and enabling towns to produce allies.

From

Stephen Bernard (Aged 8)

Croydon N.S.W.

Australia

P.S. Sorry for the bad printing

Rainbow 5

Armageddon in the Pacific

February 2nd-9th 1942

A Scenario for the Carriers at War Game System

by Patrick Murphy

In 1931 Japan began down the road that lead to war with the United States and her allies. Needing raw materials to feed her ever growing military forces, and markets in which to sell her goods, she began a decade of conquest.

On September 18th of that year, the "Manchurian Incident" was the pretext used by the Kwantung Army to embark on its conquest of Manchuria. Throughout the month, Japan continued to bomb cities and to occupy territory in Manchuria despite protestations from China and the League of Nations.

By 11 December, the Japanese cabinet resigned and was no longer a buffer between the militarists and the League Council.

On 4 January 1932 Japan completed her conquest of Manchuria with the occupation of Shanhaikuan. On the 29th, after increasing violence, the Japanese attacked Shanghai. The battle for the city continued till the 3rd of March. Impressive actions by the communist 19th Route Army and V Corps had a decided psychological effect on the Chinese civilian population who clamoured for resistance. However, the Chinese military was forced to yield to superior Japanese forces.

On 17 February, the puppet state of Manchukuo was created by the Japanese. A North Eastern Administrative Committee was set up by the Japanese. Shortly afterwards the administration issued a "declaration of independence" for the Manchu-Mongolian state. Manchukuo was officially declared as a country in a ceremony held at Changchun.

The regent was Henry Pu-yi, the last of the Manchu Emperors who was crowned as the emperor of Manchukuo on 1 March 1934. He had abdicated the throne of China in 1912 and was a convenient puppet for the Japanese who controlled all Manchurian activities through advisers and officials in appropriate positions.

After much drafting of resolutions by the League of Nations, the Japanese evacuated Shanghai on 31 May 1932. This temporary acquiescence was shattered when on 1 January 1933, fighting erupted at Shanhaikuan, on the Manchurian-north China border. It set the stage for the occupation of Jehol Province. Even though the 200 000 Chinese defenders outnumbered the Japanese 4 to 1, the Chinese were routed and Jehol province in northern China was occupied.

By coincidence, on the same day the Japanese finished evacuating Shanghai, the truce of Tangku was signed to end the fighting between China and Japan. This confirmed Japan's control over Manchuria and the Jehol Province. A four year period of comparative peace in China resulted from the truce.

In July 1934, a new government was named in Japan, with Admiral Keiske named Prime Minister. The military's control over Japan became tighter. But, with the navy controlling the government, a switch in theatres became evident. Whereas the army looked west and north, the navy looked south at the mineral and petroleum rich areas of the south Pacific.

Another result of the change of government was when Japan declared its intention, on December 29th, not to adhere to the provisions of the 1922 Washington Naval Treaty. This treaty had established limitations on the relative size of many national fleets (5 : 5 : 3 : 1.67 : 1.67 for the U.S., Britain, Japan, Italy and France respectively)

On 15 November 1935, in a resumption of Japanese moves to gain greater control of China, the pro-Japanese China commissioner of the demilitarised zone, Yin Ju-keng, called for an autonomous north China. He then declared eastern Hopei province to be independent and under the administration of the Anti-Communist Autonomous Council.

At this time, only the communists under Mao had "declared war" on Japan, during the invasion of Shanghai, and had put up any kind of military resistance. Japan was seeking the coal and port facilities of the region. Hopei was to become a key source of narcotics that flowed to countries around the world. By the 12th of December, both the Hopei

and Chahar Provinces, bordering Manchuria, were declared autonomous under a Japanese-controlled "Political Council". Japan was on the move again.

At the London Naval Conference in January 1936, Japan withdrew after objecting to the quantitative limitations submitted by other delegations.

To make matters worse, that same month, Chanpeh, 40 miles north of Kalgan, was occupied by Inner Mongolians and was immediately incorporated into Manchukuo. Japan continued to gain territory and the raw materials for war contained therein. Hard on the heels of these matters, a coup was attempted by Japanese Army extremists in an attempt to put a more pro-military-socialistic-dictatorship in power in Japan. Though it failed, it bode ill for the future.

Premier Hirota, who became receptive to the views of extremists in the military, outlined Japan's foreign policy goals to the Emperor. These included expansion into the Dutch East Indies, Manchurian economic growth, independence for the Philippines, and the elimination of white rule in Asia. He hoped to accomplish all this with continued peace between Japan, the U.S. and Britain! This was the first time that the shift in national policy from northward towards Russia to the Pacific was stated.

This direction would not be realised for a few more years as the army was heavily committed in China and the Chinese were starting to organise effective resistance. A clear indication of this came on 24 August 1936 when a mob in Chengtu killed two Japanese newsmen during a demonstration protesting a Japanese move to reopen its consulate general in the Szechuan capital. The consulate had been closed in 1932.

To add fuel to the flames, two Japanese consular policemen were killed in Hankow on the 19th of September. The Japanese responded by landing marines in Hankow and Pakhoi. On the 23rd, Honkew was seized after three sailors were killed.

Each port taken slowly moved the military position southward. Continuing in the same vein, Japanese marines occupied the port city of Tsingtao when employees staged a lockout of a Japanese cotton mill. The army didn't know it, but every piece of territory they took meant a larger commitment, and therefore more of a say from the navy, when it came to military matters.

Carriers at War

In November 1936, Japan joined the Comintern Pact and a proposal to limit naval gun calibre to 14 inches was turned down by the Japanese on 27 March 1937 on the grounds that ships of other maritime powers already had ships equipped with 15 and 16 inch weapons. This clearly demonstrated where they stood regarding world alliances and the desire to build the ships the navy deemed necessary.

All the grabbing of provinces and ports came to an end on the 7th of July when full scale war erupted at the Marco Polo Bridge that spanned the Hun River at Lukouchiao. From herein the Sino-Japanese war continued until 1945.

From this point on relations ran steadily downhill between Japan and the United States. Protestations, embargos and conferences initiated by the League of Nations and the United States may have been handled and defused by Japan, had a civilian government been in control, but, since the early 30s, the cabinets of Japan had steadily become militarised. This hold was maintained due to the peculiarity of the Japanese cabinet making process.

Under Japanese law, if a member chose to resign, the entire cabinet fell, necessitating the appointment of an entirely new cabinet. Since the military cabinet posts were filled by active duty military men, and not by civilians, the hardline factions maintained military power and actually increased their holdings every time the cabinet fell!

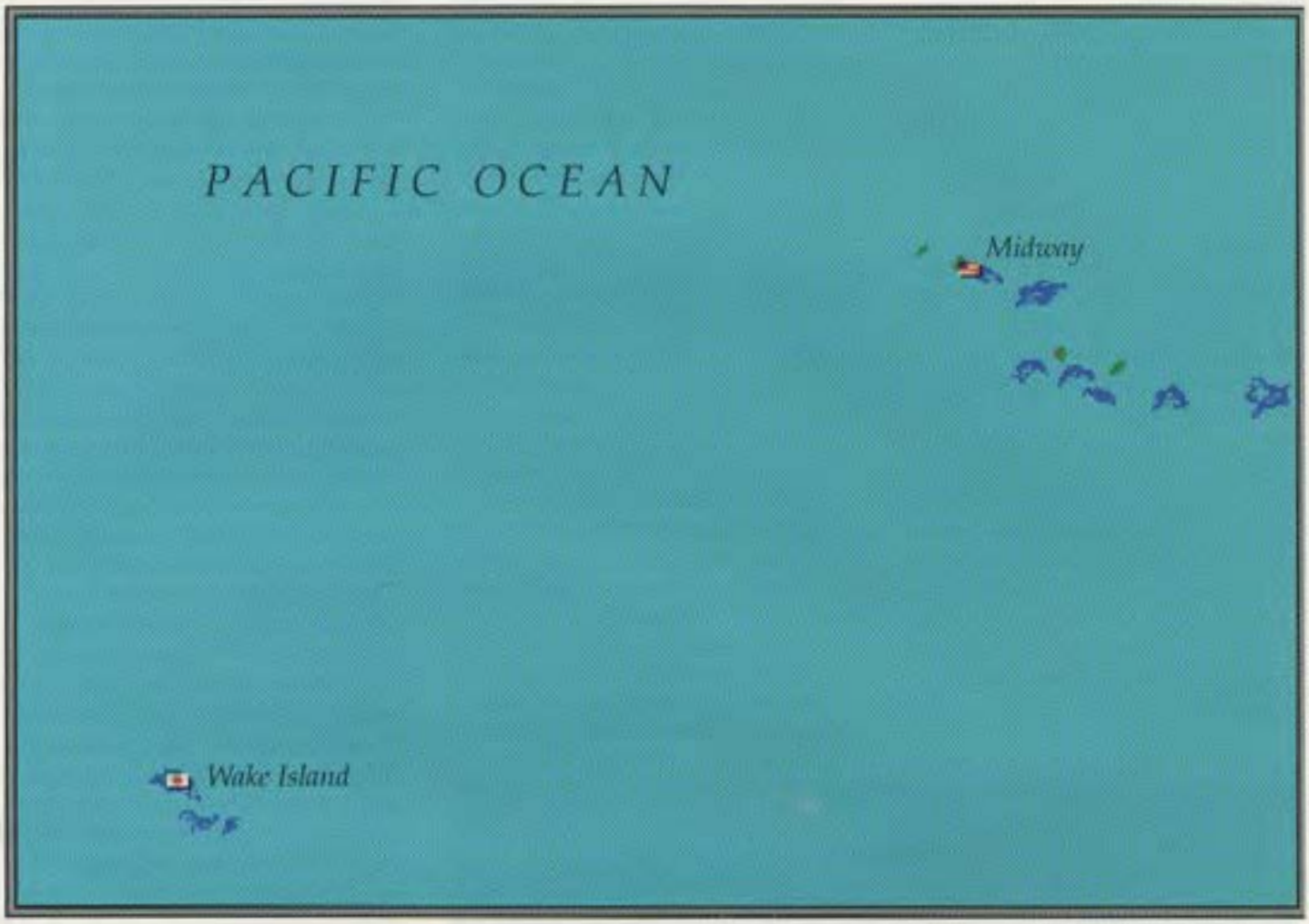
By 1938, the navy faction was beginning to make inroads into the army's stranglehold on the cabinet. The split between the services was brought on by the jealousy that arose on the division of the budget for military expenditures. Furthermore the navy viewed fighting Russia and China as being a two-front war. Also, they saw the completion of the Singapore defences as a British move to "outflank" them in the south.

The navy's response was to develop war plans to outflank the British. This necessitated taking territory in the south Pacific, not an unpalatable decision for the navy as the oil rich areas of the Dutch East Indies would fuel their bunkers as western oil embargos cut into them.

On 12 February 1938, Japan refused to reveal its naval building plans, saying "mere communication of information concerning the construction of vessels will, in the absence of quantitative limitation, not contribute to any fair and equitable measure of disarmament".

In addition, on December 22, Premier Konoye said extermination of the Kuomintang regime was an essential element of Japan's "new order" in east Asia. The U.S. responded on the 31st, saying "there is no need or warrant for any one power to take upon itself to prescribe what shall be the terms and conditions of a "new order" in areas

Rainbow 5 - Map



not under its sovereignty and to constitute itself the repository of authority and the agent of destiny". Storm clouds were now appearing on the horizon.

From May to September 1939, Japanese and Russian troops engaged in a second battle on the Manchurian-Mongolian border. By September, Japanese forces were to suffer 18000 casualties versus the 9000 lost by the Soviets. The Japanese army was stunned by the quality of Soviet armour, aircraft and tactics. This latest round of border fighting convinced them of Russian superiority and the need not to antagonise them when easier battles could be won in China or areas that the navy was interested in taking.

Meanwhile, the U.S., who had always viewed China as the underdog, denounced its 1911 commercial treaty with Japan on 26 July, in an attempt to bring Japan to heel. With the outbreak of war in Europe in September, President Roosevelt proclaimed a state of "limited national emergency". As a result, all U.S. military forces were authorised increases in manpower and reservists were called to duty. The U.S. was now attempting to rectify years of neglect of its armed forces. The U.S. Navy, the best prepared of the U.S. forces, sailed from west coast ports in March 1940 for manoeuvres in the Hawaiian area in an attempt to flex its muscles, then permanently shifted its base in 1941 from San Diego to Hawaii.

The shift in Japanese emphasis to the south was clearly demonstrated when, on 15 April, the Japanese Foreign Minister, Arita, said Tokyo wished to maintain the status quo in the Dutch East Indies, noting that should "the hostilities in Europe be extended to the Netherlands Indies, it would ... interfere with the maintenance and furtherance of ... economic independence and co-existence and co-prosperity".

The Japanese army, acknowledging the Navy's dominance in policies of economics, renewed their offensive in the Hupei Province in an attempt to further subjugate China before the theatre of operations was switched. In June, the stranglehold the military held over the cabinet was firmly cemented when a new Japanese cabinet was formed by Prince Konoye with General Hideki Tojo as minister of war.

Before the month was over, Japan declared the South Seas as an area where it had a special interest, broadening its

assumed sphere of influence. Foreign Minister Arita said, "The countries of East Asia and the regions of the South Seas are geographically, historically, racially and economically very closely related ... The uniting of all those regions in a single sphere on a basis of common existence, ensuring thereby the stability of that sphere, is a national conclusion." No clearer statement could be issued on the direction the empire was to expand and whom it would become embroiled with. Unfortunately, most eyes of the west were focussed on the war in Europe.

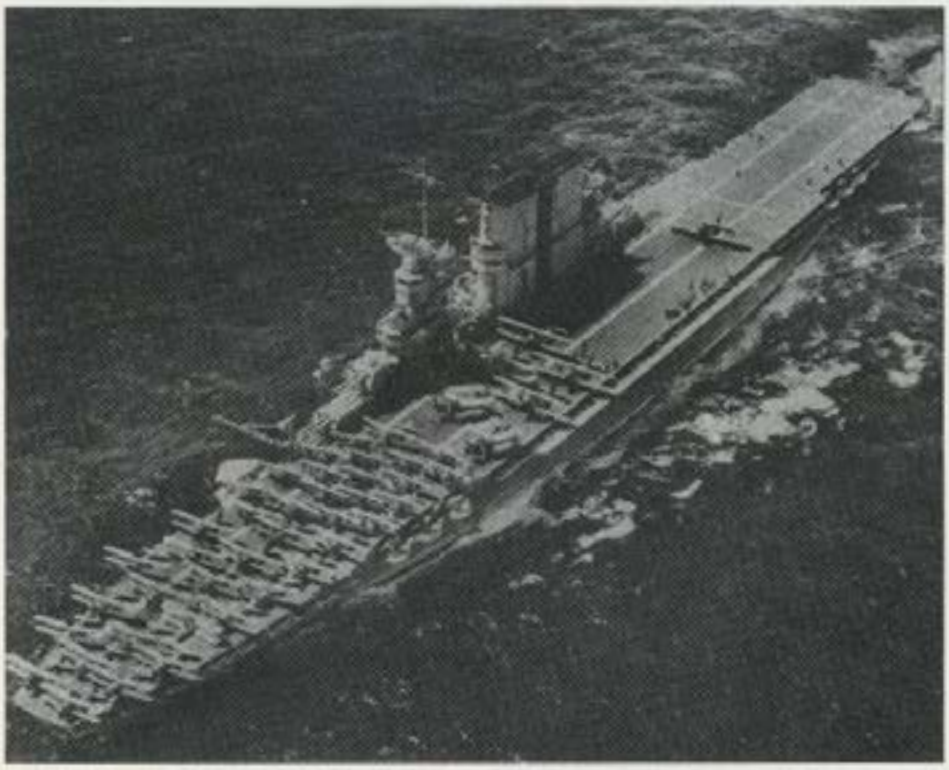
On the 18th of July 1940 Britain complied with Japan's demand to end shipments of war materiel to China through Burma and Hong Kong. Japan was securing her western flank before proceeding southward. The following day President Roosevelt signed the Naval Expansion Act, adding 1 425 000 tons to the navy; a 70% increase plus 15000 planes of all types.

This was followed 10 days later when an export restriction was placed on Japan, cutting back on U.S. commodities and a reduction on aviation fuel and specific categories of iron and steel scrap. It was not a strict embargo, but the Japanese ministers took it as such. Japan retaliated the next day by arresting foreign nationals on various charges vaguely associated with alleged spying activities. Foreign Minister Yosuke Matsuoka informed the British Ambassador in Tokyo that Japan "was determined, and in fact, compelled by circumstances, to step up a new order in the Far East". On 31 July all aviation fuel destined for use outside the Western Hemisphere was embargoed by the United States. A formal protest was filed by Japan to the U.S. concerning this action on 3 August. On the same day, the U.S. National Guard was federalised and 60 000 men were included in the first induction. This was a clear message that the Japanese could not ignore, since she was totally out of the natural resources for the production of fuel oils. The nearest and easiest centres were in the Dutch East Indies. With the U.S. held Philippines between Japan and Borneo, Japanese plans were stepped up for the taking of the islands.

On 9 September U.S. destroyers began operating with the Royal Navy in the North Atlantic and the largest naval procurement order in history was awarded by the U.S. Navy; 210 ships including 12 carriers and seven battleships. The U.S. was moving; but too late. It was only three days later when U.S. Ambassador Joseph C. Grew in Tokyo warned Secretary Hull that the Japanese might retaliate in the face of U.S. embargoed oil shipments to Japan. Later that month, U.S. intelligence was able to decode for the first time a complete Japanese message transmitted in the Purple supersecret diplomatic code used by Tokyo and a loan of $25 million to shore up the Chiang Kai-shek government was issued.

October was a hectic month in the Pacific as Roosevelt again rejected an offer by Churchill to station U.S. ships in Singapore and Prime Minister Konoye said a war between Japan and the U.S. was inevitable if the U.S. saw the Axis alliance as "hostile". Another protest was filed by Japan against the U.S. protesting the embargo on aviation fuel, machine tools and iron and steel scraps. Ambassador Kensuke Horinouchi said the actions "cannot fail to be regarded as directed against Japan, and as such, to be an unfriendly act." After the issue of the statement, U.S. citizens were advised by Washington to leave the Far East "in view of abnormal conditions in those areas". Japan then made the ridiculous offer to the U.S. to join the Tripartite Alliance. On 6 December 1940, on Thai initiative, Thailand and Japan concluded a treaty of friendship. War between the United States and Japan was one year and one day away.

The year 1941 was one week old when Thailand began attacking Cambodia and seized disputed border areas. The following day, on 8 January, Roosevelt's budget message to Congress requested a defence appropriation of



CV Saratoga

Taken in march 1932 this picture shows the Saratoga with a full complement of biplanes. This is how the ship would have appeared if "Plan Orange" had become reality and the US had been at war with Japan in 1936

$1081,000,000 for the fiscal year 1942. Just two days later a bill to provide lend-lease was introduced in the United States Congress. The U.S. issued directives requiring export licences for the shipment of copper, brass, bronze, zinc, nickel, potash and semi manufactured products made from those materials. The action gave Washington further control over trade with Japan. On the 16th, Roosevelt asked Congress to appropriate $350 million for the construction of 200 merchant ships. In response, on the 26th, Matsuoka repeated Japan's determination to impose a "new order" in Asia. Ambassador Grew advised Washington the following day of reports circulating in Tokyo of a Japanese attack on Pearl Harbour being planned by the Japanese military in case of "trouble" with the United States.

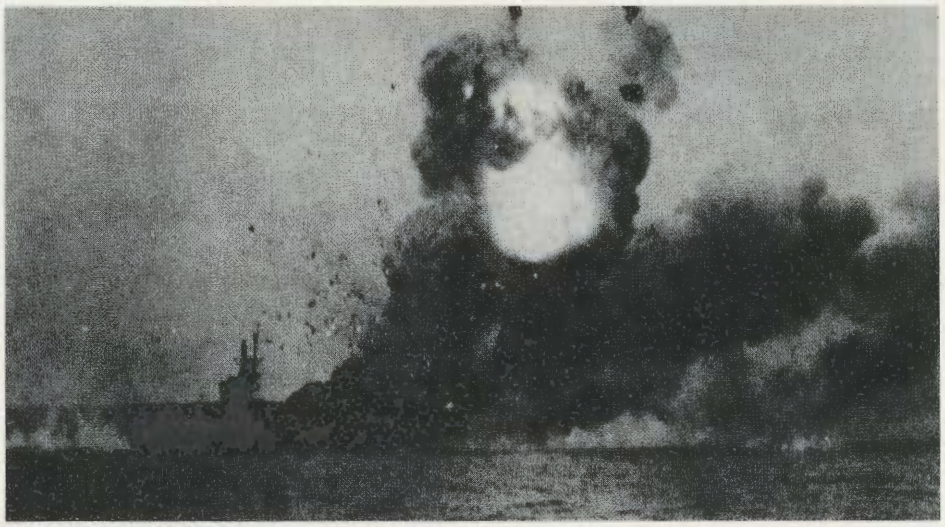
Events were moving quickly and on 5 April 1941 Japan declared it would control all rubber exports from Thailand, Indochina and the Dutch East Indies through a Japanese association of rubber dealers. Japan was down to a month's supply of rubber stocks. On the 21st Japanese troops occupied Fochow in China, tightening her defence of her western flank. The following day 2000 U.S. Army reinforcements were dispatched to the Philippines.

On 18 June Japan broke off trade talks with the Dutch East Indies government because the Dutch insisted on unilateral rights to decrease the export of goods that were deemed essential by the Japanese. This action convinced the military faction that the Dutch East Indies had to be included in their program of conquest. At the beginning of the following month, Japan ordered all merchant ships in the Atlantic to return to home ports. The shipping was to be used for the conquest of the South Pacific.

In a desperate attempt to reconcile with the U.S. on 16 July, the Japanese government resigned, with Foreign Minister Matsuoka holding out for a hard line position in dealing with the U.S. and to break talks with Washington. On the 18th Prince Konoye formed a new, but basically identical Japanese government with Vice Admiral Soemu Toyoda succeeding Matsuoka as foreign minister in the only actual shift. The navy was beginning to dominate the cabinet. Three days later Japan occupied bases in French Indochina. "We merely want to protect Indochina", explained Japan's ambassador in the United States and have a "need to guarantee military security in the light of Free French and Chinese agitation". By the 23rd Under Secretary of State Wells told Ambassador Nomura that the U.S. felt there was no reason to continue talks with Japan since the Indochinese actions showed the "Japanese Government intended to pursue the policy of force and of conquest". The next day Vichy agreed to permit the Japanese full use of military bases in Indochina. This action placed the Japanese in a strategic position from which to launch diversified ground and naval assaults. On the 25th Foreign Minister Toyoda told U.S. Ambassador Grew that Japan was being encircled (!) by hostile forces in southeast Asia and that their actions were defensive in nature. In response, the following day, all Japanese assets were frozen in the U.S. "to prevent the use of financial facilities of the United States in trade ... in ways harmful to national defence and American interests, to prevent the liquidation in the United States of assets obtained by duress or conquest, and to curb subversive activities in the United States". Britain followed suit the same day and the Netherlands the following day. Japan retaliated on the 28th and 29th by doing the same and began landing in Indochina. The naval facilities of Camranh Bay in French Indochina were to become an excellent staging base for their coming offensives.

Emperor Hirohito was told of the risks of going to war against the U.S. in an imperial conference on 6 September. Konoye was permitted six weeks to effect a diplomatic settlement of all outstanding issues with the U.S. after the Emperor had been told that, "although America's total defeat is judged utterly impossible, it is not inconceivable that a shift in American public opinion due to our victories in Southeast Asia or to England's surrender might bring the war to an end". War was now only three months and one day away.

On 16 October Prince Konoye resigned as Prime Minister of Japan and was replaced by General Hideki Tojo. To Tokyo's military leaders, talks with the U.S. were hopelessly deadlocked. A



Death of a Carrier
The CVE St Lo explodes after being hit by a kamikaze, the first carrier to be sunk by this technique

thoroughly military dominated government was inevitable since the Konoye cabinet represented the final civilian effort to resolve the impasse with Washington. The next day the U.S. Navy ordered all American merchant ships in Asian waters to put into friendly ports.

Little did Ambassador Grew know on 3 November when he cabled to Washington that Japan "might resort with dangerous and dramatic suddenness to measures which might make inevitable war with the United States" that Admiral Isoroku Yamamoto's plan to attack was approved by the Japanese command. Two days later secret instructions (Combined Fleet Ultrasecret Operation Order I) were issued to the Japanese Navy for the attack on Pearl Harbour. On the 6th the Japanese Southern Army was ordered to prepare for attacks on the Philippines, Malaya, Thailand and the East Indies. Years of preparation were coming to fruition. Though diplomatic messages continued to flow back and forth between both countries till 7 December, the time for reconciliation had passed. War was one month and one day away.

Clear indication of an upcoming war was the removal of 750 U.S. Marines from China (183 were held up by transportation delays and eventually imprisoned) and U Maung Saw, Premier of Burma, left London after failing to win a promise of independence from the British. By the 26th, the Japanese Pearl Harbour Attack Force under Vice Admiral Chuichi Nagumo completed its rendezvous and sailed from isolated Tankan Bay in the Kuriles.

Events rapidly escalated as on 1 December Japan made its irrevocable decision to go to war. On the 2nd the cabinet was reshuffled again because of "the deteriorating international situation" while at the same time the Prince of Wales and the Repulse pulled into Singapore. The new cabinet affirmed the final decision to attack Pearl Harbour and the code message to proceed, "Climb Mount Niitaka" was flashed to the naval attack force the next day. Numerous exchanges from allies and from Indochina alerted world leaders to movement of Japanese land and naval forces in their regions over the period of the next week.

By 6 December, the Japanese strike force had arrived undetected off the coast of Oahu. On 7 December 1941, "A day that will live in infamy", Japanese forces attacked the U.S. Pacific Fleet in Pearl Harbour. U.S. losses were staggering, but fortunately all the carriers were out at sea performing other duties and not back for the debacle. By the end of the month, four of the U.S. battleships were back in west coast ports undergoing repairs. Between the days of 7 December to 23 December, numerous assaults, landings and outright subjugation of non-belligerent territories, were conducted by the Japanese. Wake Island fell on the 23rd after defeating a previous assault by the Japanese. A relief force was 425 miles away when it was told to turn back. Many say the reinforcements would have been there before the Japanese if the Americans had been more decisive in their planning and implementation process.

It is now 2 February 1942 and the U.S. fleet is escorting reinforcements to the Philippines according to War Plan Rainbow 5. First stop will be Wake Island for the sake of prestige. The Japanese are sortieing out according to their War Plan for a "meeting engagement". Good Luck.

A Note for non-disk subscribers

This is the first issue containing a scenario for the *Carriers at War* game system. Due to the size of the data file required to create a *Carriers at War* scenario it is not possible to include this data in the magazine. Therefore "Rainbow 5" and subsequent *Carriers at War* scenarios will only be available to disk subscribers. There is, however, no reason to despair. Disk subscriptions are still the same reasonable price and we would like to see all you magazine only subscribers become disk subscribers. Information on disk subscriptions can be found at the front of the magazine.

PLAYER'S NOTES

Japan

Your mission is quite simple; to meet the American Fleet in the middle of the Pacific and defeat it. Your pilot quality is at the peak of perfection and your entire fleet is present, minus a few old light cruisers, a handful of destroyers and some slow light escort carriers. Those ships continue to support landings in the south Pacific.

Each of your task forces, according to Japanese doctrine, is supported by air cover, and the Advance Fleet has the dual mission of luring the Americans out by bombarding Midway. Keep an eye out for TF 38 (the American battleships) as a night engagement with it may prove to be fatal for any fleet. TF 38 is not the best fleet in quality, but it makes up for any deficiency in weight of shot.

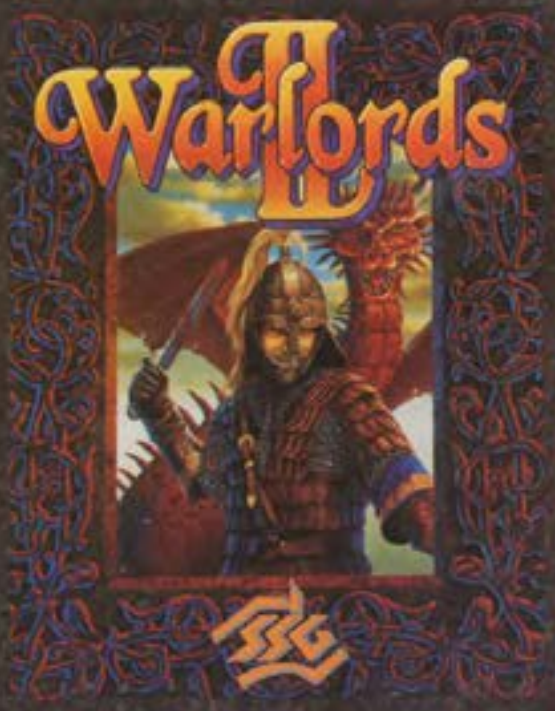
Whittle the U.S. Fleet down with air strikes and then close for the decisive battle.

United States

Your mission is to retake Wake Island in your first step towards relieving the Philippines. Every capital ship has been scrounged up for operation Rainbow 5. While you are heavy in aircraft carriers, remember the short range of your aircraft and lack of experienced pilots. Four of your battleships in TF 38 are survivors from Pearl Harbour and haven't been totally repaired. Regardless, a night action with this group will normally bring you great satisfaction.

Your fleets are well balanced, but TF 38 is without air cover and responsible for the slow transport fleet. Don't let the transports get caught by the Japanese, and if you are controlling TF 17, try to stay close enough to support TF 38. Your multitude of task forces should keep the Japanese sufficiently busy.

Ignore controlling the third American task force as it only contains the AV Langley performing a fly off mission to Midway and "straggler control" duty for crippled vessels.



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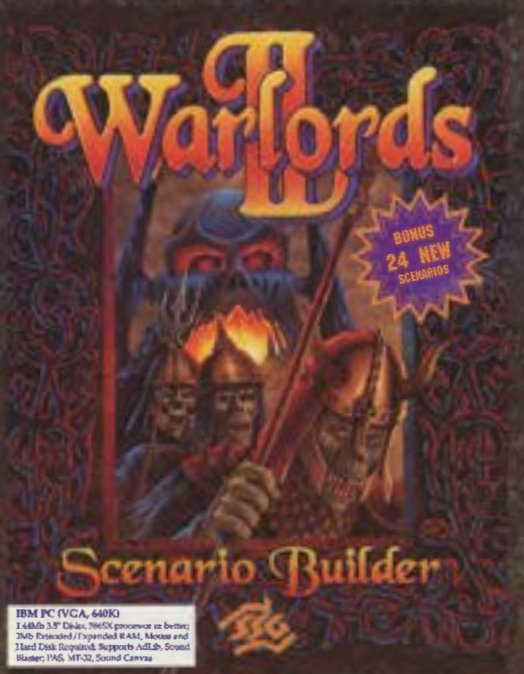
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